**Actions of Adwa 3D game players.**

**Walking:**

Players are given the ability to walk. The players need to slow down when they are approaching corners, losing sight or overview, entering into buildings and approaching control points. While walking the players will take in more about what is going on around them in the game. And this will give them the ability to raise their weapon and use it in shorter amount of time. But they will become easier target for the enemy.

**Running:**

Players are given freedom to run. This will make players difficult target to hit. But they will also become less attentive and take longer to raise their weapon.

**Standing still:**

Here the players definitely aware of what is going on around. But they are vulnerable for the enemy.

**Swinging:**

The players are given the ability to swing sword to attack or defend their enemy.

**Throwing:**

The players are given the ability to throw ace and this will give them an opportunity to attack distant enemies.

**Jumping:**

Players are allowed to make insane jumps. This will make the players to be difficult target for the enemy because they can get ability to move in an unpredictable direction.

**Shooting:**

Players are allowed to make shoot using guns.

**Blocking/Defending:**

Players are given the ability to defend or block enemy using shade.

**Crawling:**

Players are given the ability to crawl. This will give them the ability to go through difficult ways in safer manner.

**Crouching:**

This will give the players an ability to hide themselves from their enemies.