Zachary Loch

CS356 – Software Engineering

Wing It! – User Manuel

Fluttering

Have you been disappointed with the height of your jumps? Perhaps your falls are too frighteningly fast? If so, I recommend trying the Flutter on for size. Simply press the jump button (the up key, W key, or spacebar), while already mid-air. You’ll find our feathery friend flap for all his might, propelling himself upward a bit, then slowing his fall for a few seconds. You can use this extended airtime to jump further, reaching even farther platforms or evading enemies entirely.

Sprinting

Do you find basic walking too slow? Are you finding yourself disappointed in the distance of your jumps? If so, consider holding the Shift to sprint, and watch your movement speed skyrocketed. With this newfound speed, you can jump farther, possible skip some jumps, and even evade enemy attacks.