

### Player

Transition	Condition	Interruption
Idle to run	Speed > .1	Current State
Run to idle	Speed < .1	None
Run to jump	Jump button(space) is hit (jump is T)	None
Idle to jump	Jump button(space) is hit (jump is T)	None
Idle to punt	Punt button(E) is hit(punt is T)	None
Run to punt	Punt button(E) is hit(punt is T)	None
Punt to idle	Punt anim is complete	None

### Enemy

Transition	Condition	Interruption
Idle to walk	Player is within "close" (distance TBD)	Current State
Walk to run	Player is within "very close"	None
Run to Hit	Player has collided with enemy	None
Run to walk	Player is outside of "very close"	None
Walk to idle	Player is outside of "close"	None

### Player Controls:

W - Forward

A - Left

S - Down

D - Right

E - Punt/Kick the smalls

SpaceBar - Jump

### Smalls/Enemy:

## 5 smalls

Depending on distance towards the player they will either be standing around, walking, or running away. If the player interacts with (presses E while nearby) a small, they will be relieved of ground privileges (punted into orbit).