Samurai One

Player Actions:

**Move to**

* Tap location: go to location

**Attack**

* Single tap: cross slash
* Double tap: 2 consecutive slashes
  + If Enemy is not in attack
    - Right to left
    - Left to right
  + Else
    - Return to Attack Stance
* Tap swipe up: lunge jab
* Tap swipe down: lunge down slash

**Block**

* Block Button: sword cross block automatically locks to enemy attack method

**Player States**

Static: Player head orientation = look at enemy

1. Hit
   1. Hit count
2. Idle
   1. Player assumes idle stance
3. Run
   1. Player run animation
   2. Player (go to location)
4. Attack Stance
   1. If Player location is <= alert radius;
      1. Orient body to face enemy
      2. Assume attack stance
5. Attack
   1. If tap
      * Play slash animation
        + If hit = true; increment hit count
6. Block
7. Damage
   1. None
   2. Low
   3. Med
   4. High
   5. Dead
8. Die
   1. Damage > 100