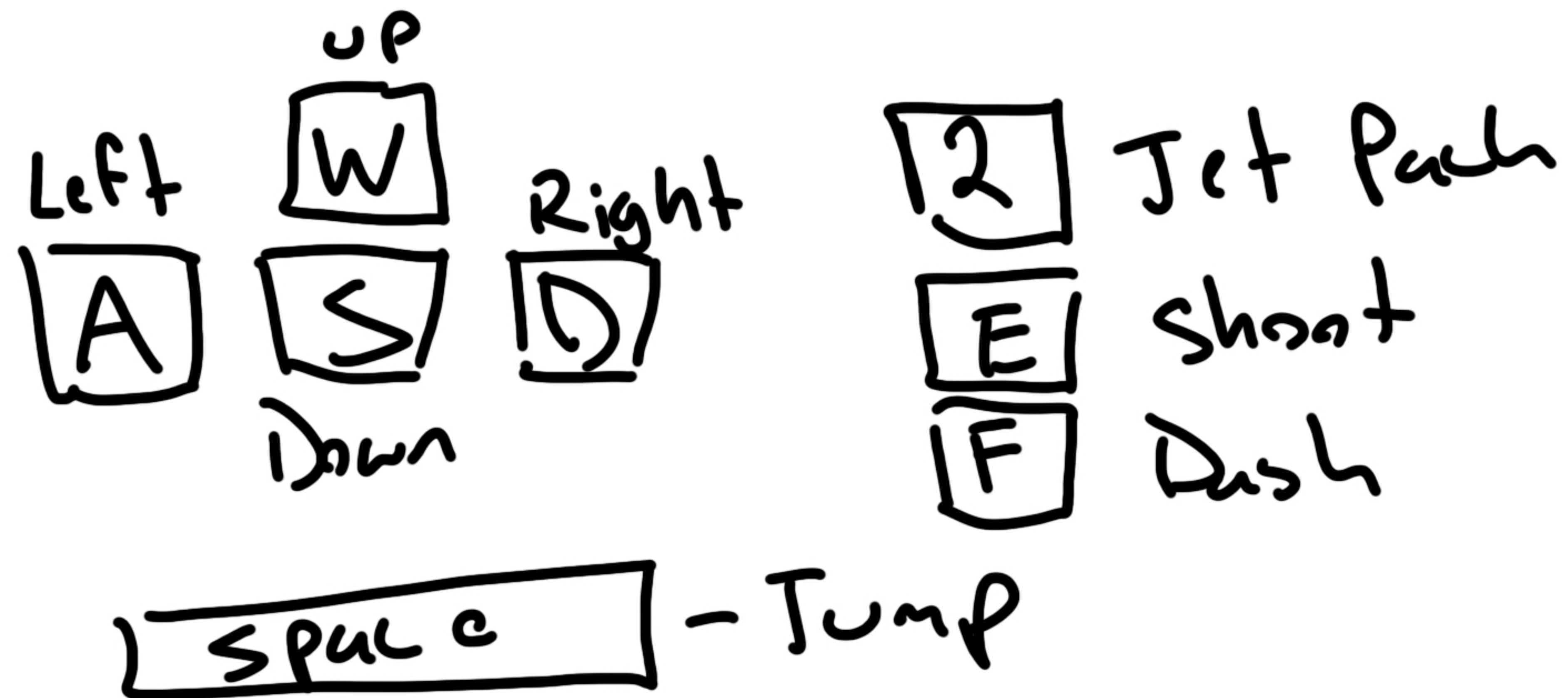
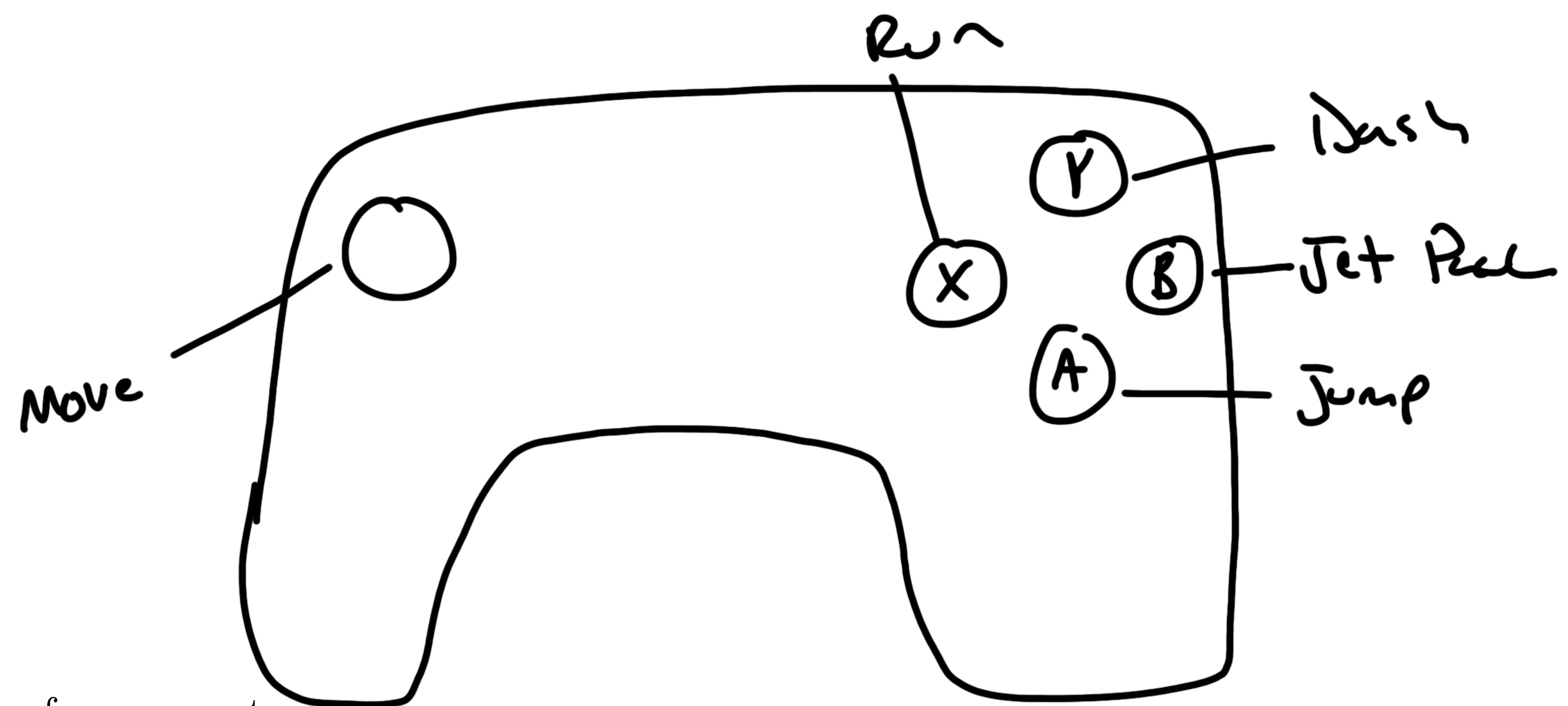


Keyboard Controls



Console control



The WASD input is standard in most character control schemes for movement.

Our little robot dude will be able to jump via the space key along with a jet pack function with the 2 Key for hard to reach high areas.

We will place the Shooting key with E for offense and the Dashing with the F key to run away quick.

We want to keep his offense keys closer to his movement keys to make it easier for player. Will also be giving the mouse some features such as shooting so can use keyboard and mouse if needed.