

1. There are two player characters, and you swap between them with the 'P' button. The first one is a somewhat complex controller using more of Unity's built in State pattern behavior scripts (StateMachineBehaviour) on individual Animator window states, and the other is a simpler one using a state machine system I built out without using animator window transitions or StateMachineBehaviour scripts (animations are still in the animator window). You control the first character by:
  - a. Holding W to move forward, shift to run, A/D to turn left and right (which just turns you while running but plays a turn in place animation if still) and S to move backwards (you cannot run or jump while moving backwards)
  - b. You press space to jump, and if you walk up to the side of the wall facing you on start you can jump up into it (from running or still in front of it, although jump is a bit sticky from idle). You can then move up and down the wall with W and S, and left and right with A and D. If you move back to the ground you will step off the wall, if you press space while on the wall you will jump off of it, and if you climb to the top you will play a climb to top animation. If you walk or run off the top of the wall then you will play a soaring animation, and then a roll when you hit the ground (don't jump off the top as that's a bit broken, just walk off).
2. The second character has just a few custom states
  - a. It defaults to idle, and from idle you can jump with space, attack with left mouse (both of those auto returns to idle on animation completion), crouch with left ctrl held down (returns if you release ctrl or try to jump, and if you hold crouch every 5 seconds it calls SuperBomb() and plays an explosion), and from idle you can walk forward while holding W.