Movement and Mechanics

1. Walking
   1. Pushing left or right will cause the players to move left or right at a relatively slow pace
   2. As soon as the direction is released, the character stops
      1. Momentum is not carried over
   3. Walking backwards can be a different speed than walking forwards
   4. Initiating a walk is immediate
2. Dashing
   1. Double-tapping the joystick towards the opponent will cause the player’s character to dash
   2. The dash will last for as long as the player holds the direction, or until another input is given (i.e., jumping, attacking, etc.)
      1. If the opponent gets to the opposite side from the direction that the original dash was facing (by jumping over, most likely) the dash will still continue until the input is released.
   3. Momentum from the dash will continue slightly after the dash ends.
      1. Characters will slide a short distance when they stop dashing
   4. A dash begins as soon as the input is registered
3. Backdashing
   1. Double-tapping the joystick away from the opponent will result in a backdash
   2. Backdashes travel a set distance over a set amount of time, and cannot be interrupted
   3. A small period at the start of backdashes is invincible
   4. Backdashes are usually used as an evasive technique
4. Jumping
   1. Pressing up, or any variation (7, 8, or 9) will cause the player to jump in that direction
   2. Unlike ground movement, jumping has a small period of startup where the character performing the jump is vulnerable
      1. This period of startup is called “prejump”
5. Air Actions
   1. As soon as a player leaves the ground by jumping, they are given 1 air action
      1. This action is only given when jumping – Not when leaving the ground by other means, such as being launched by an opponent’s attack
   2. This action can be spent to either perform a second jump or an airdash
   3. The airdash properties are different from a normal dash
      1. Airdashes travel a set distance in one direction, then end, while still maintaining momentum
      2. Airdashes cannot be ended early, but players can still use air attacks throughout the duration of the dash
6. Landing
   1. A player landing on the ground resets back to a neutral state, regardless of what they were doing as they landed
      1. As an example, if a player is in the recovery period of one of their attacks as they hit the ground, the remaining recovery of the attack is cancelled
      2. Likewise, if they hit the ground during the startup period of an attack, the remaining portion of the attack (including the active part) is cancelled, and the attack won’t come out at all