**Mechanics**

Walk/Run – can walk around and run with button toggle

Jump – Player can jump over / on obstacles

Climb – Player can climb objects/ledges with specific texture

Weapon/Gadget Wheel – Player has GTA/RDR2/Pop1 style wheel to swap between all weapons on their dominant hand and gadgets on off hand. Player can swap which hand has which wheel is on by double tapping the wheel activation button on both hands at the same time. Weapon wheel has limited storage. Weapons can be swapped at specific stations.

Data Link – Allows player to access terminal go trigger things such as doors, turrets, etc. Also allows player to collect data such as mission data, and weapon/gadget blueprints (Hacking Puzzles on some).

HoloMap – Player can open 3D map of the explored parts of the city.

Enemy Tagging – Player can tag enemies to keep track of them

Fall Dampeners/Boosters – (Jump Button) allows the player to fall from heights without taking damage. These are boosters on the players feet that activate when a short distance from the ground. They can also use them in the air to double jump (power upgrade later).

Grapple Hook – Player can grapple specific grapple points to pull them up or swing across gaps. Player can also use to bring enemies closer

Impulse Cannon – Energy force blast that knocks back enemies. Can be used to break cracked objects/walls.

Plasma Cutter – Used to melt weak objects

Drone – Used for reconnaissance, can fly within range of player. Can fit in small spaces. Includes trigger only data link (data collection upgrade later?). Drone can also tag enemies.

Environment Locking Mechanics:

[P] - Data link

[1] - Fall Dampeners, Grapple Hook

[2] – Drone

[3] - Impulse Cannon

[4] - Plasma Cutter (+Drone Data Collection)

[5] – Boosters

**Weapons**

Semi-Auto Rifle

Burst Rifle

Full-Auto Rife

Pistol

Knife

Sword

Shotgun

Sniper Rifle

Submachine Gun