WORLD

Simple scrolling system. Floor, background, midground (experiment rooms, observatory, etc.)

WHEN JUMPING

When jumping and key hold, the character will jump (the numbers are just theoretical) by +0.5. When reaching a maximum of 50, he will start to slowly fall by -0.25 (GLYDING ANIMATIONS) as soon as it is released, he will fall by 0.65. When reaching the floor he will start running again.