WASD to move

Space to jump

Mechanics:

Sticky hand: Right click in the direction you want to go/object you want to pull

* If grappling, grapple on the large billboard like board
* If pulling object, test on the large white cube

Shadow Clone: A shadow of yourself follows you as an enemy in one of the levels.

* Activate by running into the red block in the scene
* Don’t test until the end of the playthrough

Known bugs:

* The sticky hand mechanic is buggy and needs to revisited, only use on one of the assets mentioned above or it may break
* Jump is floaty and will be edited as we figure out platforming and the team playtests