

# Movement Models

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## Systems

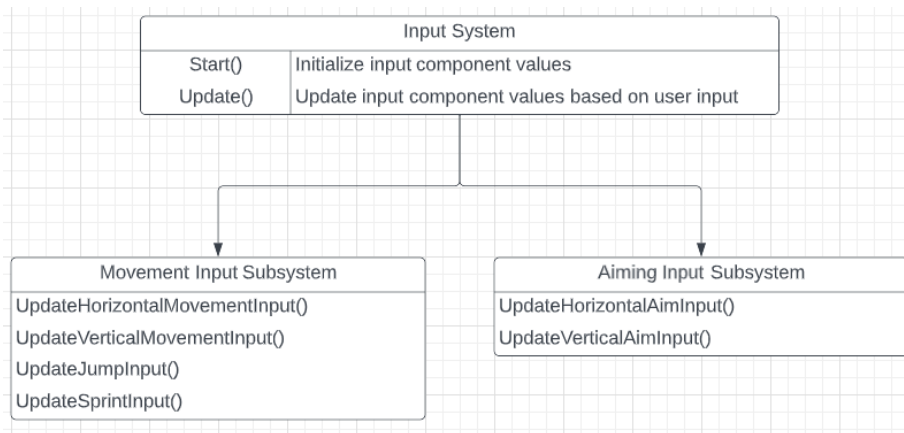


Figure 1: Input System

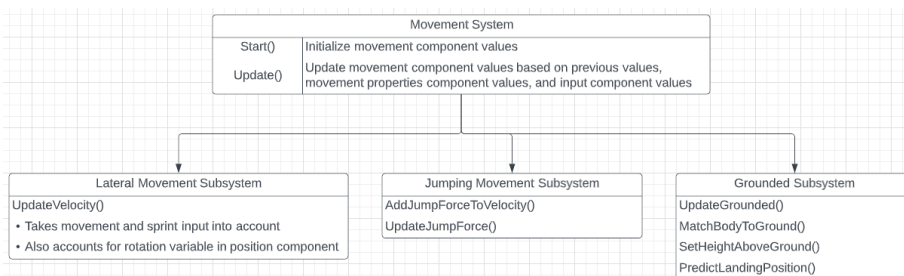


Figure 2: Movement System

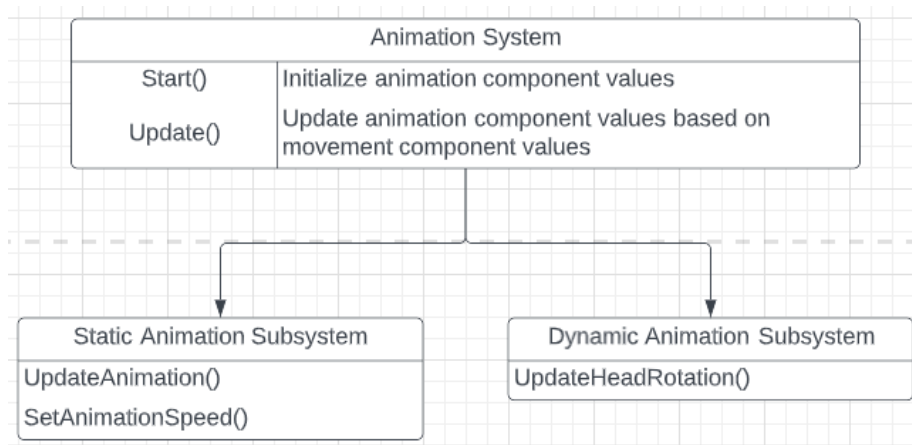


Figure 3: Animation System

## Components

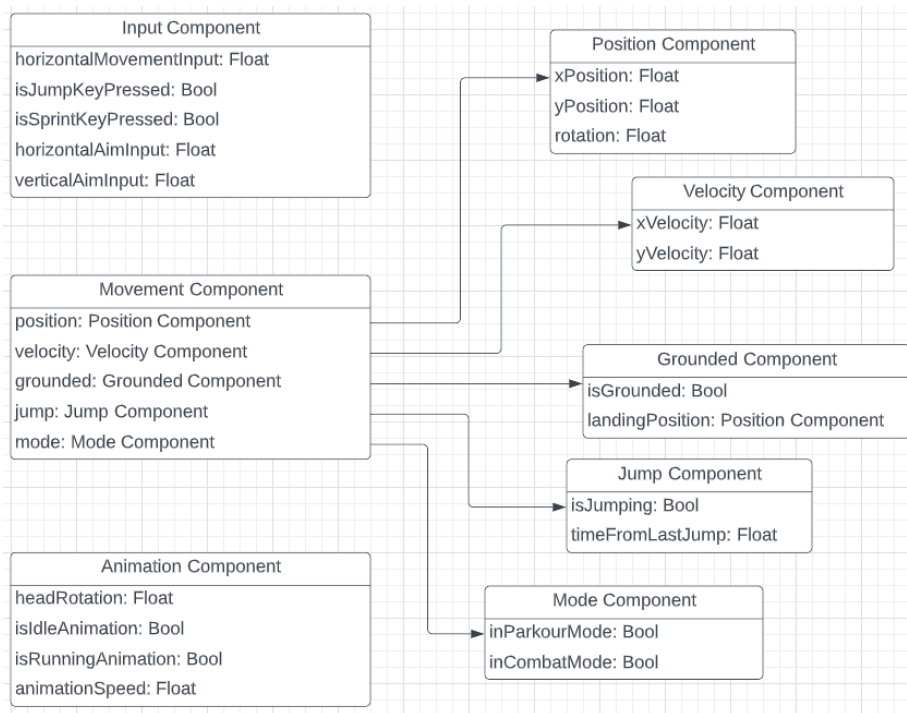


Figure 4: Input, Movement, and Animation Components