Оглавление

**Элементы оглавления не найдены.**

# Alpha -1 Version

## Add

--Added a player movement system

--Added player states Crouch, Walk, Idle, Jump, Falling

--When the player enters the Crouch state, his camera moves away and gets closer when exiting this state.

--Added animations for Crouch, Walk, Idle states

--During the player's turn, he leans towards the turn

--The player's color has been changed to blue

## Fix

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# Alpha -2 Version

## Add

-- Added the possibility of vaulting obstacles

## Fix

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# Alpha -3 Version

## Add

--Added the NPC "Dummy".

--The player and NPC "Dummy" have added the Assassin system.

--The NPC "Dummy" has added an assassin feature widget.

--Added animations of assassin for the player and death by assassin for the NPC "Dummy".

## Fix

--The player now exits the crouch state when jumping.

--The key that is responsible for starting the vault is now dynamic.

# Alpha -4 Version

## Add

--The "PlayerStats" system has been created.

--The "PlayerStats" system has been added to the player.

--The following characteristics have been added to the PlayerStats system: Health, Max Health, Max Stamina, Max XP, Level.

--For Health and Stamina characteristics, the ability to increase and decrease their value has been added.

--For Max Health and Max Stamina characteristics, the ability to increase their value has been added.

## Fix

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# Alpha -5 Version

## Add

--Hitting the player now causes damage.   
--The player can now die. --The player can now have the Sprinting state.  
 --During Sprinting, the player accelerates, but spends Stamina.   
--Stamina is replenished to the Max Stamina value if the player is not in the Sprinting state.

## Fix

--When starting the game, the first HUD tick could not find some characteristics.   
--The player's Health and Stamina could be taken away if they are lower or equal to zero.