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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