

## Movement Input

Horizontal move : A & D or Left arrow & right arrow.

Jump & Wall jump : Space.

Dash : right mouse.

Attack : Left mouse.

Parry idle : P.

Ladder : L.

Ladder up : W.

Ladder down : S.

Hurt&Parry hit : H.

Death : X.

This Package contains following

1 character with 73x75 size(approximation),  
100x100 canvas size (majority), RGBA 32bit color depth image, 100%  
opacity image.

with 18 different cool animations :

1. Idle 9 frames
2. Idle run transition 3 frames
3. Run idle transition 3 frames
4. Run 6 frames
5. Jump ascending 1 frame
6. Jump descending 7 frames
7. Dash 1 frame
8. Dash deceleration 1 frame
9. Wall slide 2 frames
10. Wall jump 1 frame
11. Basic attack01 3 frames

- 12. Basic attack02 4 frames
- 13. Basic attack03 4 frames
- 14. Hurt 3 frames
- 15. Death with&without dust 11 frames
- 16. Ladder up&down
- 17. Parry idle 2 frames
- 18. Parry hit 6 frames

And also contains

5 different dust effects

- 1. Dash dust effect
  - 2. Jump ascending dust effect
  - 3. Jump landing dust effect
  - 4. Wall slide dust effect
  - 5. Wall jump dust effect
- and

9 different sound effects

- 1. Run sound effect
- 2. Dash sound effect
- 3. Jump ascending sound effect
- 4. Jump landing sound effect
- 5. Wall jump sound effect
- 6. Attack01 sound effect
- 7. Attack02 sound effect
- 8. Attack03 sound effect
- 9. Death ground impact sound effect

Update 1.1.0

Animation improvement.

New animation Ladder up and down.

Update 1.2.0

New animations

1. Parry idle 2 frames
2. Parry hit 6 frames

Thanks for purchasing.

Sorry for my bad english.

Hope this helpfull for your project.

Best regard twelve.

