2.5 Platformer

Game Development Document

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Story and Narrative:

Game World:

Characters:

Levels:

Levels:

Training Level:

Interface:

Visual System:

Control System:

Land

Walk

* + - A/D [Keyboard]
    - L/R Cursor [Keyboard]
    - Left Stick [Gamepad]

Run

* + - Shift [Keyboard]
    - Button East [Gamepad]

Jump

* + - Space [Keyboard]
    - Button North [Gamepad]

Climb

* + - W/S [Keyboard]
    - U/D Cursor [Keyboard]
    - Left Stick [Gamepad]

Fire

* Enter [Keyboard]
* Right Trigger [Gamepad]

Air

Swim

Audio, Music & Sound Effects:

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