*Mirrored* README

Our main goal for our prototype of *Mirrored* was to perfect the mirrored movement mechanic for both synchronized and desynchronized movement.

We define synchronized movement as movement where collisions on one of the player’s characters also affects the movement of the player’s other character. We define desynchronized movement to be movement where collisions on one of the player’s characters affects the same character’s movement but the other character is free to move as long as there are no obstacles in the way.

For example, let us assume that both characters are moving horizontally and the one on the left hits a wall while the one on the right has no obstacles in front of him. If the two characters were moving under synchronized movement, the left player would obviously stop moving in that direction because he hit a wall, but so would the other character too. In this case, their movement is tightly coupled. Let us assume the same scenario except this time, the characters are moving under desynchronized movement. In this case, the player on the left would again, stop moving in that direction because he hit a wall. The player on the right would keep moving in the same direction he was moving as long as no obstacles are in his way.