Basic Movement Module 2 (Core move set) 6/6/2019

# Overview

The player movement set in its totality consists of many different states, this module just focuses on the "core" move set (omitting monkeybars and climbing). Within the core move set is...

1-standing

2-locked

3-Walking

4-ducking

5-jumping

One thing I failed to communicate is that you can directly use Contra 3 in the emulator as a reference. For instance I forgot to mention the locked state, to get a better idea of how it exactly works, try it out in-game. Let me know what emulator you use and I can start providing save states that might prove useful in the future.

# Standing [Complete]

While standing (not touching the direction pad) the player defaults to firing in whatever direction they're facing. As of now this state is complete

Firing Directions

|  |  |
| --- | --- |
| 180 [complete] | 0 [complete] |

# Locked [Incomplete]

When the player is holding the Right shoulder button, the player stays "locked" in place and does not move to assist in aiming while firing. This helps in certain situations when the player might want to aim, say, diagonally up but doesn't want to walk forward. When the right shoulder button is released the player is no longer in the locked state and can move normally. Note that the locked state also exists outside the core move set (locked is something that can be performed while climbing or monkeybars)

1- Shooting Directions

|  |  |  |
| --- | --- | --- |
| 135 [incomplete] | 90 [incomplete] | 45 [incomplete] |
| 180 [incomplete] |  | 0 [incomplete] |
| 225 [incomplete] | 270 [incomplete] | 315 [incomplete] |

# Walking [Incomplete]

1- While walking the player can shoot in these directions

|  |  |  |
| --- | --- | --- |
| 135 [complete] | 90 [complete] | 45 [complete] |
| 180 [complete] |  | 0 [complete] |
| 225 [incomplete] (change to walking and shooting) | Ducking state | 315 [incomplete] (change to walking and shooting) |

# Ducking [Complete]

1- Shooting Directions

|  |  |
| --- | --- |
| 180 [complete] | 0 [complete] |

# Jumping [Incomplete]

Tasks

1- If the player is holding the fire button and starts a jump, shooting should continue in an unbroken series of bullets (currently the player is unable to fire for a second or so while airborne)

2- The player jump sprite should always be drawn while in the jump state (currently the sprite reverts back to the standing sprite in some cases)

Shooting Directions

|  |  |  |
| --- | --- | --- |
| 135 [complete] | 90 [complete] | 45 [complete] |
| 180 [complete] |  | 0 [complete] |
| 225 [incomplete] | 270 [incomplete] | 315 [incomplete] |