Movement Module 3

# Overview:

There are a few more states that need addressing, although calling this a "movement" module is sort of a misnomer since some these states aren't directly involved with movement, but just for simplicity's sake we'll keep the naming convention.

# 1-Dropping

This state occurs under a few circumstances

1- Falling after pressing down+jump on a platform that can be passed through

2- Falling after pressing down+jump on a monkey bar

3-Falling after pressing jump while climbing

There's a separate dropping sprite that's used for the legs for this state, but otherwise things function normally

# 2-Ramps

There's only really one angle of ramp we're using in this game just to keep things simple. There is a need to draw a different sprite for the legs. The torso is unchanged from the normal standing/running state, but there may be some need to adjust the height in relation to the legs.

1- When the player is standing on a ramp

2- When the player is ducking/crouched on a ramp

# 3-Motorcycle

This state is pretty straight-forward, but uses a separate set of "single" arm sprites since one hand has to hold the handle bar. This new set of arm sprites will also be used for the hanging and monkey-bar states when we get to that module. The leg sprites aren't animated so it should be pretty easy to place them on the motorcycle. The only addition to this system is a way for the motorcycle (and by extention the player character while seated) to slightly bob up and down just to give it a little extra visual polish.

# 4-Dying/Respawning

You already put in the dying part so most of this should be easy. After respawning the player should flash white (the global.WHITE color) and usually they're invincible for 180 steps, but let me know where the code is to adjust the rate of flashing and duration of post-death invincibility. One little extra touch is that I added a sprite for when the player dies while standing on a the ground (as opposed to jumping or climbing) so that can be shown for a second or so before the player.

1-(If standing on the ground) Player obj draws the "death stand" sprite for about a second

2-Player gets knocked back

3-Player lies on ground for about a second

4-Player respawns and has post-death invincibility for about 3 seconds