------------HELP SECTION----------

```
movement Input_Key(KEY key)
{
        switch(key)
        {

                case  UP_ARROW:
                        You can take single step in Walking;
                        break;

                case LEFT ARROW || RIGHT ARROW:
                        You can rotate your ROBOT in your style;
                        break;
                case TAB:
                        Use GRIDS in your GAME;
                        break;

                case '1':
                        For Camera 1;
                        break;

                case '2':
                        For Camera 2;
                        break;

                case SpaceBar:
                        For Firing;
                        break;

                default:
                        No movement;
                        break;
        }
}
```

Note -> *Press 2 times SpaceBar for Firing...*

<div align="right"><strong style="color:darkred">Thanking You...</div>