

Sprint Mechanic

WEBGL URL: <https://vinisha231.github.io/SprintMechanics/docs7/>

This game shows a basic sprint mechanic using the Left Shift key to temporarily increase the player's speed. This game also originally included a stamina UI bar but was later removed for simplicity.

Controls:

- W / A / S / D or Arrow Keys – Move the player (top-down 2D)
- Left Shift – Sprint (doubles the speed temporarily)
- Esc – Quit play mode (if built as a standalone app)

Character Behavior:

- The player moves freely in 2D space.
- Holding Shift boosts the movement speed without stamina constraints.
- The player's position is within camera bounds using walls or cubes to prevent the character from moving off-screen.

Enemy Behaviour:

No enemy in this game.

Time to Complete:

This project took approximately 40 mins to complete.

Challenges Faced:

I couldn't figure out how to include a stamina bar so I removed it from the game as it involved more difficult steps which I thought would complicate this game. I spent a good deal of time on this.