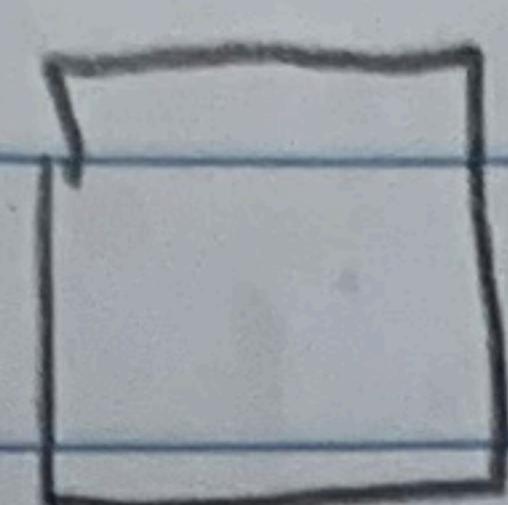


Inputs

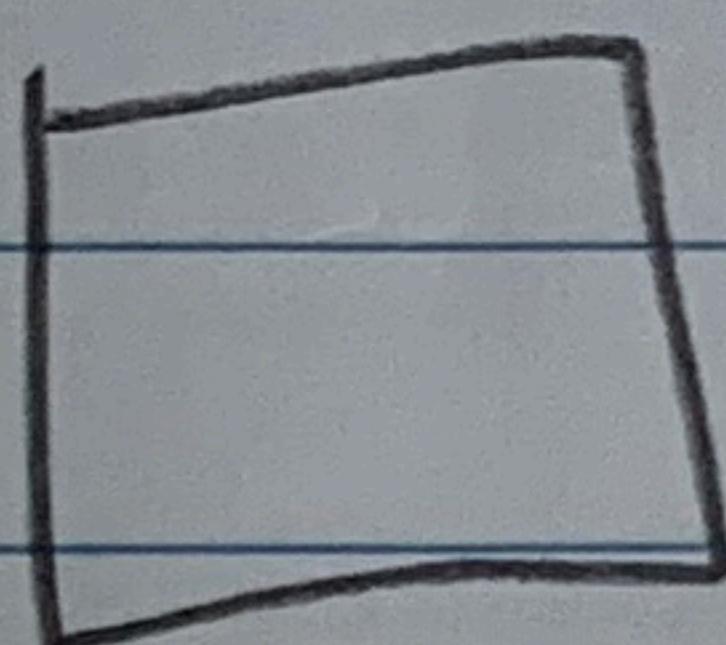
Game: Platformer where the player can invert the gravity



Base character is being pulled down by gravity



When button pressed the



character will be pulled up

by gravity

List of inputs

- Input to move left - Left Arrow

- Input to move right - Right Arrow

- Input to invert gravity - Space bar

List of things required for input:

- Player will need position
- Player will need velocity
↳ Required to give play gravity

Required stuff to call:

- Vector2
- Floats
- Get input for keys
- if statements

Optional:

- Input with a controller




If time allows, make the game work
with a game controller (PS4 most likely)

- (X) - Invert gravity

△ or □ - Left and right

Invert Gravity Process:



Gravity rework idea!

Instead of up/down player presses up and down
keys to invert gravity

New input looks like this:

