Movement

Walking

In the game the player will be able to walk using the four main directions (W,A,S,D) and the combination of them.
The speed of the movement will be a slow walking one.

The player will be able to walk if:
- The character is on the ground

Running

If the player presses the running input button, while walking, the speed will increase and will be, roughly, more than double.

The player will be able to Run if:
- The character is walking

Crouching

When pressing the crouch input button, the character will lower allowing the player to go under objects and will be more difficult for enemies to see

The player will be able to crouch if:
- The character is on the ground

Sliding

If crouching while running, the player will perform a slide. The slide will not be too long and will set the state of the character to crouch, unless the player is sprinting.

The player will be able to walk if:
- The character is on the Running

Dashing

When pressing the dashing input button, the character will perform a small dash in the direction the player is moving (e.g. W = forward dash)
Dashing will consume Stamina.

The player will be able to dash if:
- The character is on the walking

Jumping

When the player jumps, the feeling that they should get is that getting to the maximum point will be faster than falling, to the same height. Base jump will not allow the player to go too high, roughly 30 cm.

The player will be able to jump if:
- The character is on the ground

Double jump

If the player has the double jump cyberware, if they press again the jump input while in air, they will go much higher, almost double of the height of the player. If they are falling they will have a period of time in which they can jump again, after that they will not be able anymore.

The player will be able to double jump if:
- The character is mid air

Charged Jump

If the player holds the jump button they will be able to perform a higher jump. Accordingly, how long the button is pressed and hold the jump will change. Player can start to hold the button even in mid air.

The player will be able to charged jump if:
- The character is on the ground

Mantle

The player is able to mantle only if all the following requirements are fulfilled:
- The player found themself "in front of" the mantling edge
- The object it is high enough (taller than the knee for example)
- The player MUST see the mantling edge in front of him, eyes level
- The length of the object, in the direction that the player is facing should be long at least as the player's capsule

If all of these are fulfilled, the player will be able to get on the object that is trying to mantle moving on top of the object

During the mantle the player will NOT be able to move or do any other movement

Vault

The player is able to vault only if all the following requirements are fulfilled:
- The player found themself "in front of" the vaulting edge
- The object it is small enough (can reach maximum the waist for example)
- The length of the object, in the direction that the player is facing is short enough

If all of these are fulfilled, the player will be able to get on the object that is trying to vault landing on the other side of the object

During the vault the player will NOT be able to move or do any other movement