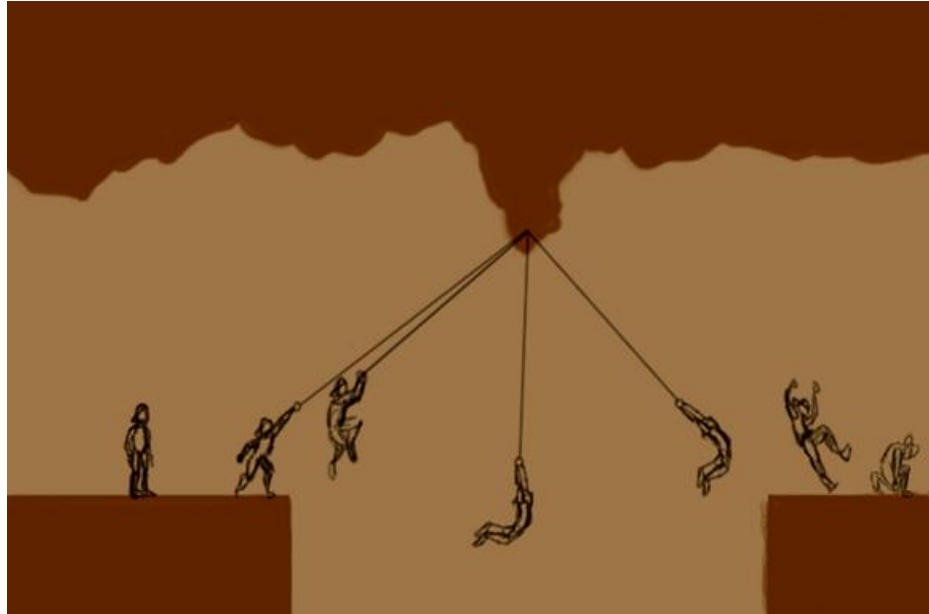


Character Mechanics

Swing:



Activation:

- Press “Whip” button when the reticule is over the anchor.
- Animation: Player jumps 3 units vertically and then attaches whip to point
- WHIP: 16 (Maya) units long
 - Will not shorten or lengthen mid swing
- ANCHOR: 12 units horizontally from edges of floor
 - Targeted when within range
- 12 units vertically from the floor
- Drains 1 energy unit per swing
- Swing is perpetual motion until the player jumps out of swing or energy is depleted

Recovery:

- Animation: After swing ends, player will move horizontally 1 unit and land.
- If player is unable to land on ground, he will fall until death.

Run:

- Use movement controls to run.
- Animation: If the player changes directions while moving there will be a skidding blend animation that will last a maximum of 0.5 seconds.

Jump:



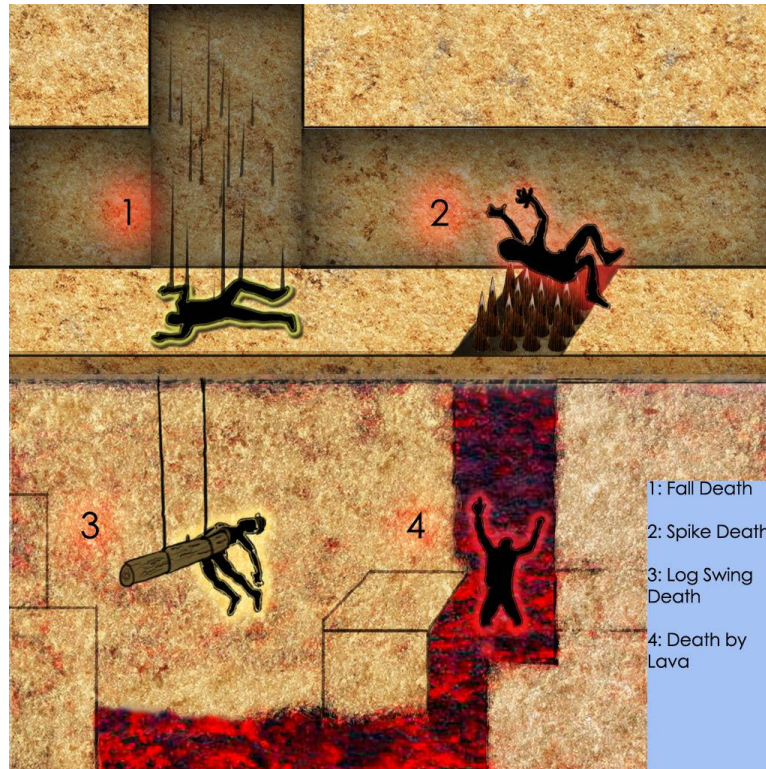
Activation:

- Use Jump button to jump forward.
- The jumping direction is controllable by the player with directional buttons.
- The player can whip to anchors while jumping.
- The player can latch onto vertical walls and perform wall slides.
- Distance: 8 units
- Speed: 4 units per second
- Max Height: 4 units

Recovery:

- Landing Animation Playtime: 0.2 sec

Die:



Activation:

- Occurs when player interacts with any trap or lethal environmental objects.
- Also occurs when player falls more than 12 units and hits the ground.

Recovery:

- After death, the player will re-spawn at the most recent checkpoint
- Animation time is between 0.2 and 0.6 second.

Ledge Grabbing:



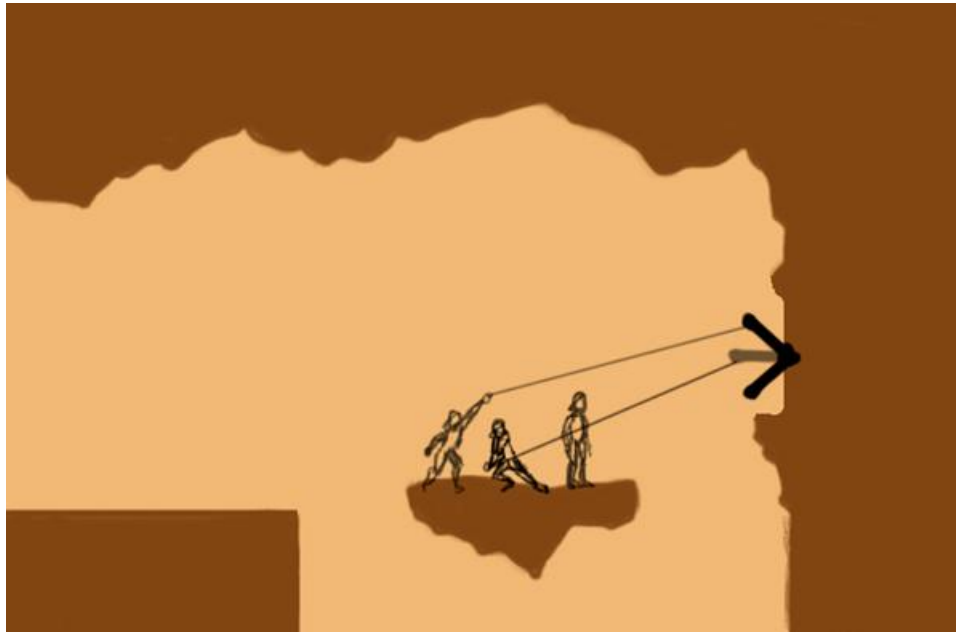
Activation:

- When in the air and within 2 units of a ledge, the player will grab that ledge and hang off of it.
- If the player is on a ledge and presses the “Down” button, the player will drop down and hang from the ledge.
- While hanging from a ledge, if the player presses the “Up” button, the player will climb up the ledge.
- Ledges that the player can grab onto or drop down to will be determined by a trigger that the player must collide with to be able to grab onto the ledge.

Recovery:

- Animation: Dropping or letting go of the ledge lasts 0.2 seconds
- Animation: Climbing over the platform lasts 0.5 seconds

Pull Switch:



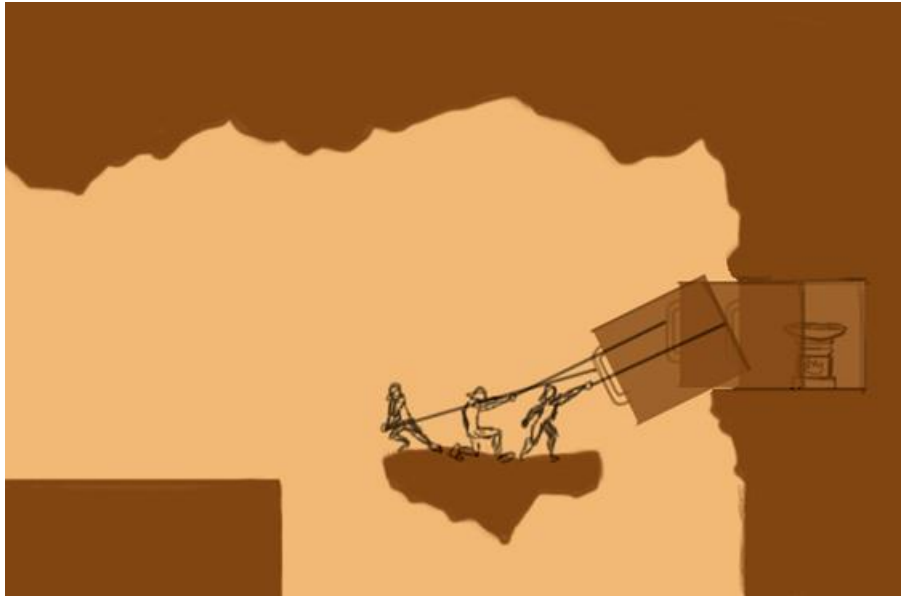
Activation:

- Activated upon pressing the “Whip” button when the reticule is over a switch
- Animation: The player extends one whip to the lever and pulls downward, toggling the switch.
- Animation Playtime: 1.5 seconds

Recovery:

- Whip returns to the player.
- Animation lasts 0.2 seconds.

Pull Block:



Activation:

- Press the “Whip” button when the reticule is over a block.
- Animation: The player extends one whip from each hand to two closest corners of block and pulls downwards
- Animation Playtime: 1.5 seconds

Recovery:

- Block will move towards the place 6 units.

Wall Slide:



Activation:

- Wall sliding can be initiated two ways:
 - Standing at an edge and pressing “Grip” button
 - Jumping towards a wall and then pressing the “Grip” button
- Speed: 4 units per second
- Drains 1 energy unit per second

- Time spent off wall before energy begins to recharge: 1 second

Recovery:

- Letting go of the “Grip” button will stop the wall slide.
- Player can affect the character immediately after letting go.

Wall Jump:



Activation:

- Perform a regular jump, while hanging from a ledge or sliding down a wall
- While sliding down the wall, pressing the jump button the player will jump in the opposite direction from the wall they are colliding with.

Recovery:

- Character movement is immediately affected by players' inputs, except when in the middle of the jump.