Feature List

Player Character

Prio 1:

- **Horizontal Movement** (fast, responsive, almost instant acceleration
- **Jump**, can be hold down to jump higher (low gravity, high air control, floaty)
  - mindest jump height
  - coyote time / jump buffer / no bunny hop
- **Endless Attack Combo**, directional, executable in air and while walking
  - doesn't lock movement
  - directional -> different attack animations for horizontal, up and down, same frame data.
    - Movement Input Up + Attack Input: up attack
    - Movement Input Down + Attack Input: down attack
    - Movement Input Horizontal + Attack input : horizontal attack
  - next attack input can be executed 1-5 frames before the end of the hit-phase, skipping the recovery
  - endless -> no combo, each attack has same frame data
  - when the player is grounded, down attack is impossible
- **Animation cancel interactions**
  - attack x dash: attack is cancelled and dash executes
  - attack x jump: attack is cancelled and jump executes
  - dash x attack: attack impossible while dashing
  - dash x jump: jump impossible while dashing
  - jump x attack: same animation as grounded
  - jump x dash: jump is cacelled and dash executes
  - recovery animation of the attack can be cancelled by every other animation
- **Dash** (fast, responsive, low cooldown, seamless transition into walking)

Features Prio 2:

- Wall Jump
- Double Jump
- wall run -> resets per wall when character stands on ground
- higher gravity after jump peak

Keybindings (Xbox Controller)

- horizontale movement: left thumb stick
- jump: A
- dash: B
- attack: left thumb stick + RB for directional attack ; RB for attack in viewing direction
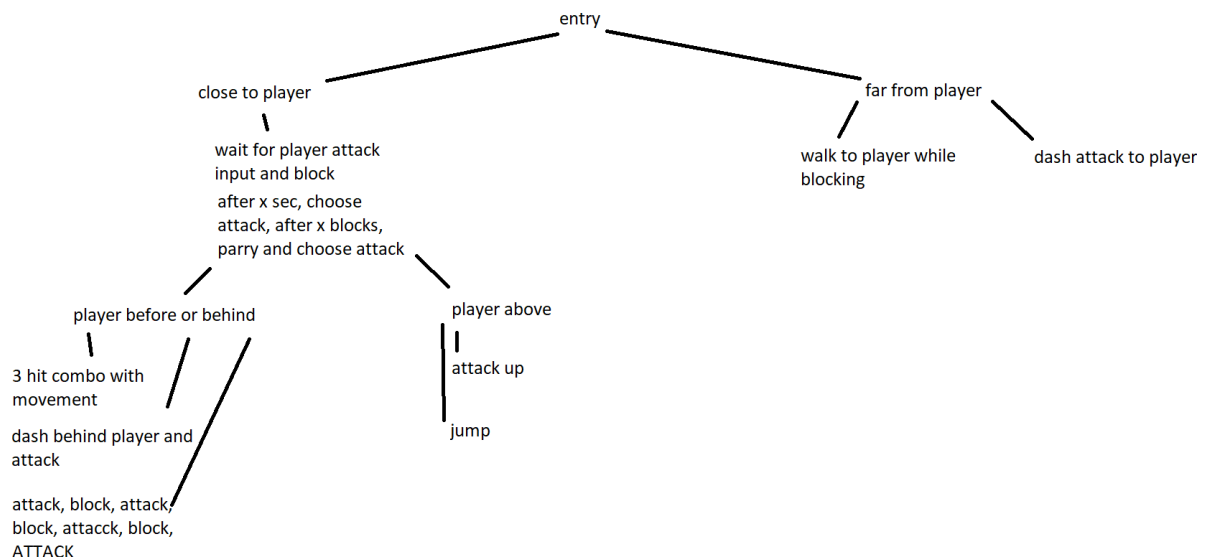
- parry: left thumb stick + LB für directional parry ; LB für parry in Blickrichtung ; LB gedrückt halten möglich für Block, siehe feature liste

Enemy Concept

Inspiration / Feeling etc.

- Lost Kin (Hollow Knight)
- Mantis Lords (Hollow Knight)
- Genichiro (Sekiro)
- Dashes, Jumps, dash attacks, jump attacks, teleportation, projectiles, sword flurry attacks
- fast, agile, swordmaster-assassin

Behaviour

entry

close to player

wait for player attack input and block

after x sec, choose attack, after x blocks, parry and choose attack

player before or behind

3 hit combo with movement

dash behind player and attack

attack, block, attack, block, attacck, block, ATTACK

player above

attack up

jump

far from player

walk to player while blocking

dash attack to player

Stats

- Gravity Scale 7
- Max Acceleration 5000
- Braking Friction Factor 3
- Ground Friction 20
- Max Walk Speed 1350,0 cm/s
- Jump Z velocity 1850
- Air Control 1
- Falling Lateral Friction 30
- Jump Max Hold Time 0.1
- Cam location: 0x ; 980y; 200z
- wall location y: 1200 / -1200
- Character scale 1.3

- Dash Timeline:
  - Length: 0.25
  - Key 1: Time: 0; Value 0
  - Key 2: Time: 0,113362; Value: 0,792085
  - Key 3: Time: 0,25; Value: 1,0
- Dash Distance: 600
- Dash CD: 0,25
- WallRunLength: 0,4
- WallRunSpeed: 1800,0
- WallJumpLaunchVector: X: 0; Y: 2500; Z: 1250