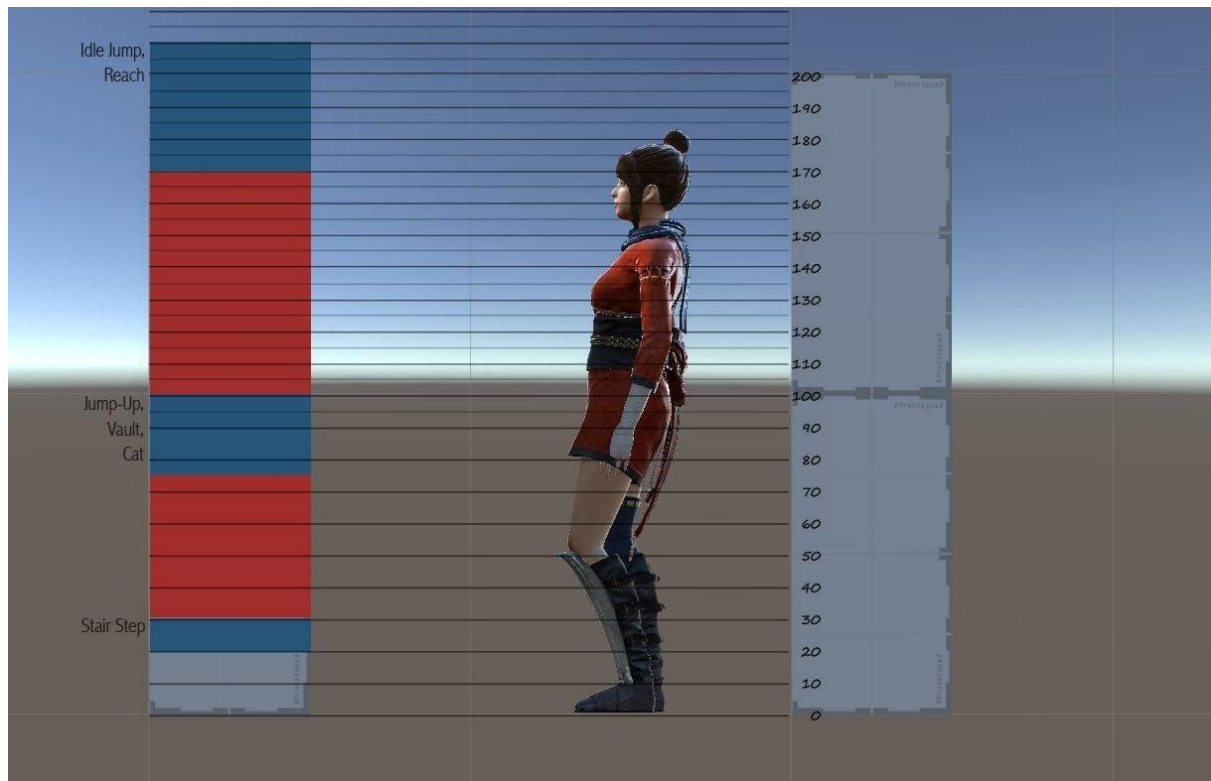


This Document will contain definitions for environment building as well as general information about gameplay interaktion.

Our character Kai is about 1.78 cm tall.

Standard Chart



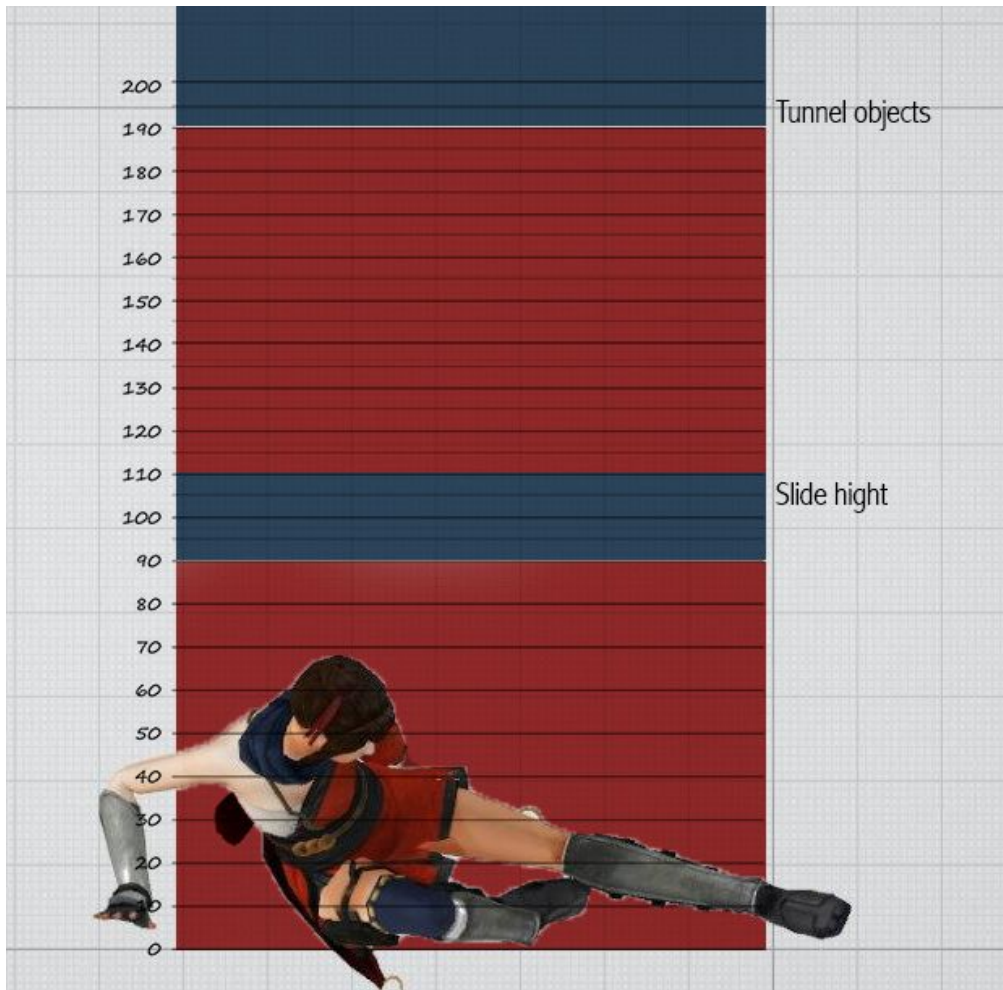
Ranges are defined from the current walkable ground

Targets used for interaktions like Jump Up, vault and parkour cat must be in range of 1.0m and 0.75m

Normal Stairs must be in the range of 0.20m to 0.30 m

Slopes that are to be reached from an idle/walk jump must be in range of 1.70m to 2.10m

Slide Chart



Ranges are defined from Overhanging buildings

A object to be slided under must be in range of 1.10m to 0.90m

A overhang object like a tunnel or a door must be a minimum of 1.90m tall