

Features marked with (s) are scalable. These are optional features that would improve the overall game play but are not essential for the game to work.

Running

Running is similar to Mirror's Edge Catalyst. There is no sprint button but running for a prolonged amount of time will slowly build momentum which is **lost** on making a **full stop**, **crashing**/running into a wall**, tripping** on something on the ground**.**

Momentum is **preserved** on **jumping**, **vaulting** over an obstacle, making a perfect **landing**.

(S) Pressing the landing/slide button will result in the player sliding on the ground. This reduces momentum except if full momentum has been present before.

Landing

If the player falls from a specified height, he would normally get an amount of **damage** and **lose** his **momentum**.

(s) If the **Landing Key** is **pressed** during a short **timeframe** a **perfect landing** is performed, granting **no loss** of **momentum**, and triggering an animation.

Aiming

Using the mouse or a second control stick, the camera can be moved freely at any given point during normal game play. In the middle is a **crosshair** present, which is used as a target for interaction as well as rope shooting. The crosshair changes appearance based on whether an interactive object or a rope attachable object is in range.

While generally being free look, the camera may not bend backwards or forwards more than the normal rotation of a normal (attached) human head would allow. The camera should just stop in this case. A rotation left or right of more than 90° results in the rotation of the whole body of the player.

Jumping/Vaulting

Pressing the Jumping/Vaulting button has different effects depending on the playerstate.

On Ground:

- Not Moving: A small hop into the air results in no further effects.
- Freely Moving: A small jump results into the current movement direction. Its length is depended on the current momentum.

In front of climbable obstacle: Depending on the **height** of the obstacle either a **step on**, **vault over** or a **grab on ledge** animation is played.

- Depended on the Momentum:

- If high enough: A "step on" results in a jump off animation propels the player upwards and forwards.
- A "vault" will result in an extended forward motion not granting additional height besides the height of the obstacle but transporting the player forward with increased speed allowing him to close further gaps in the process.

In air:

Falling: Nothing

Swinging (On Rope): Release the Rope and if in upwards motion give the player a little boost that grants additional height. If in downwards motion do nothing besides releasing.

Special Case: If player was in swinging motion and is now in front of a climbable object, the same rules as if grounded apply. (step on, vault over)

Rope shooting/releasing

Using either the RopeLeft or RopeRight button the according end of the rope will be shot into the direction of the crosshair.

If a rope attachable object was targeted that end of the rope will be attached to said object.

Both ends can be shot independently.

Tapping either RopeLeft or RopeRight again after the rope is attached, that end will return to the player. If both ends are attached tapping either of the two buttons will result in a full return of the rope. That full return/release can also be achieved using a specified button or performing a jump action mid-swing.

Rope Interactions

The following interactions assume that either one (|) or both (||) ends of the rope are attached to an object other than the player.

Rope climb (|):

The player can use the rope to climb the wall/object that the rope is attached to. If the player looks towards the wall, going up or down is done by using the forward/backwards keybinding. If the player looks sideways a wall swing/run is initiated.

Once the player arrives at the rope attachment point, he can grab the top ledge if in range to get on top of the object. Doing so will fully release the rope.

Rope Swing (|):

If the player is falling and attached, he enters swing mode. Here he can swing freely abiding the following rules. Pressing the forwards/backwards keybindings the player can add/subtract momentum from his swing. The camera can be used to look around as normal

but will also rotate the swing towards forward should the angle of a left or right view extend 90°.

Wall Swing/Run (|):

The player is tilted away from the wall a bit and can now run back and forth on the wall. If the player keeps his camera in the direction moving forward results in running with momentum being build up and going backwards in a swing near the wall losing him some of the momentum. The player may turn his camera on each high point of the run to keep running into the other direction resulting in optimal momentum build up.

Pressing the Jump button will release the rope and the player performs a jump away from the wall in the general direction of the camera. Jumping while in a forward running motion will result in an additional height and speed boost.

Rope Bar swing (||):

The rope provides a (more or less) stable bar to swing on. The player can also move to both ends of the rope allowing this to be used like a lifeline (ha get it).

(S) Rope Snap (||):

If the two connected objects are both non-kinematic, they are snapped together attracting them with an impulse towards each other. (See Just Cause as reference)

(S) Rope Energy Bridge (||):

If one of the objects is kinematic, both objects are bridged together allowing for energy transfer. (This is thought to be used for puzzles or maybe even healing the player. It may also be used for fighting (electric bridge))