

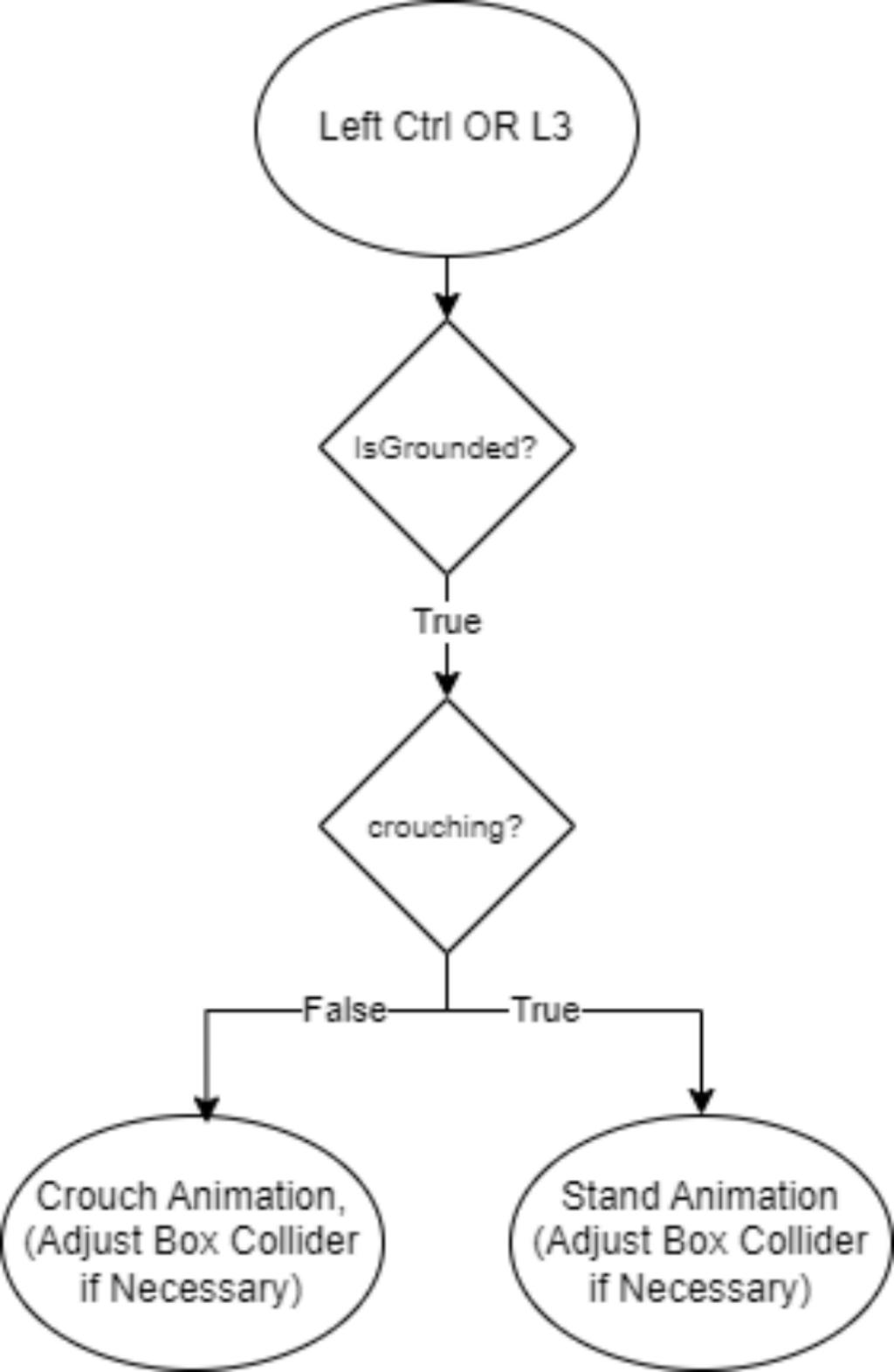
Player Collides with
Contaminated Water

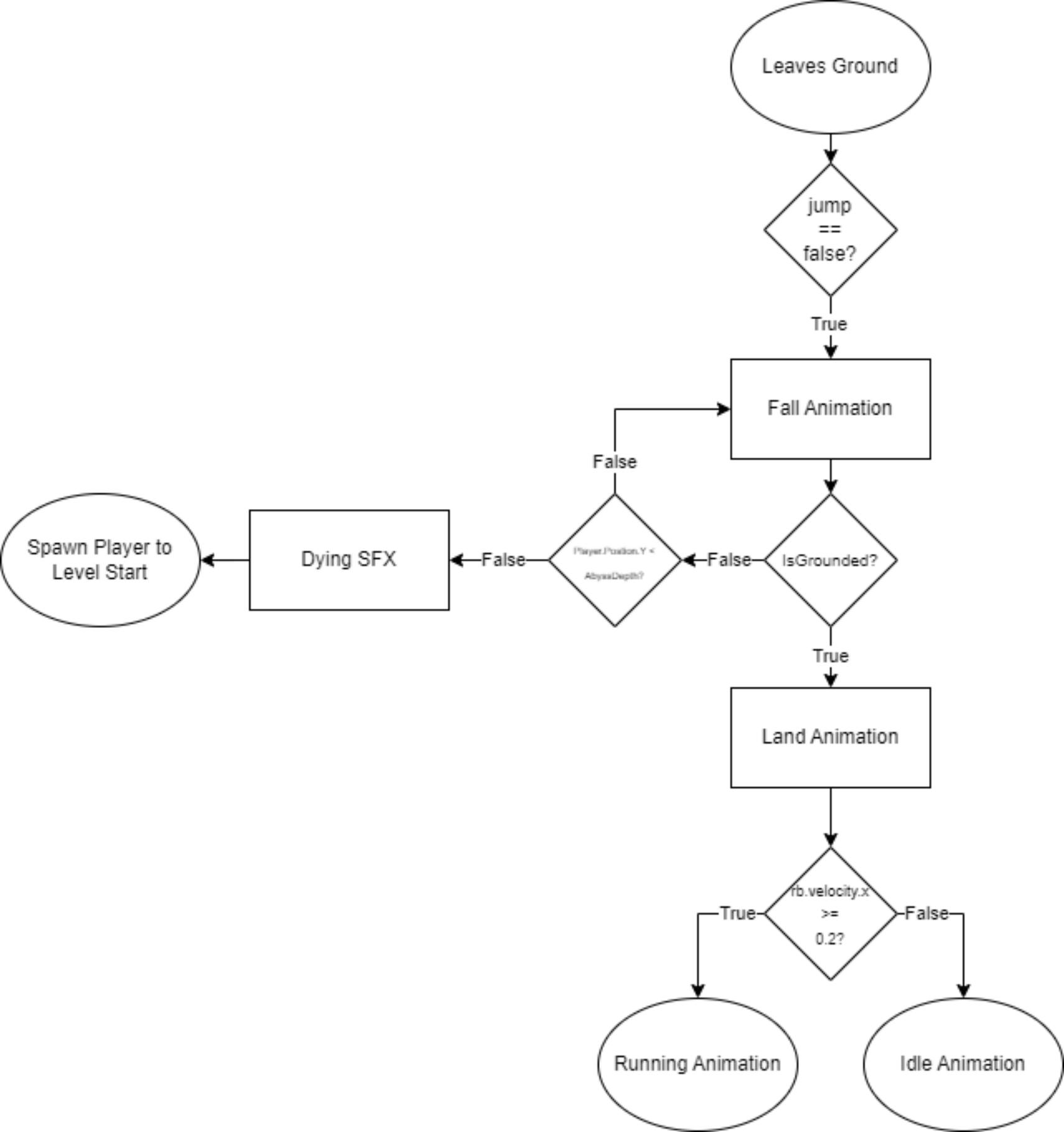


Dying SFX



Spawn Player to
Level Start





Space, Gamepad
Face Button Bottom
Pressed

IsGrounded
&&
objectedAttached
== null?

True

crouching?

Stand Jump
Animation

Crouch Jump
Animation

jump = True

rb.velocity = new
Vector2(rb.velocity.x,
jumpHeight);

Jump Animation
Finished

Fall Animation

IsGrounded?

False

True

jump = False

Land Animation

rb.velocity.x
>=
0.2?

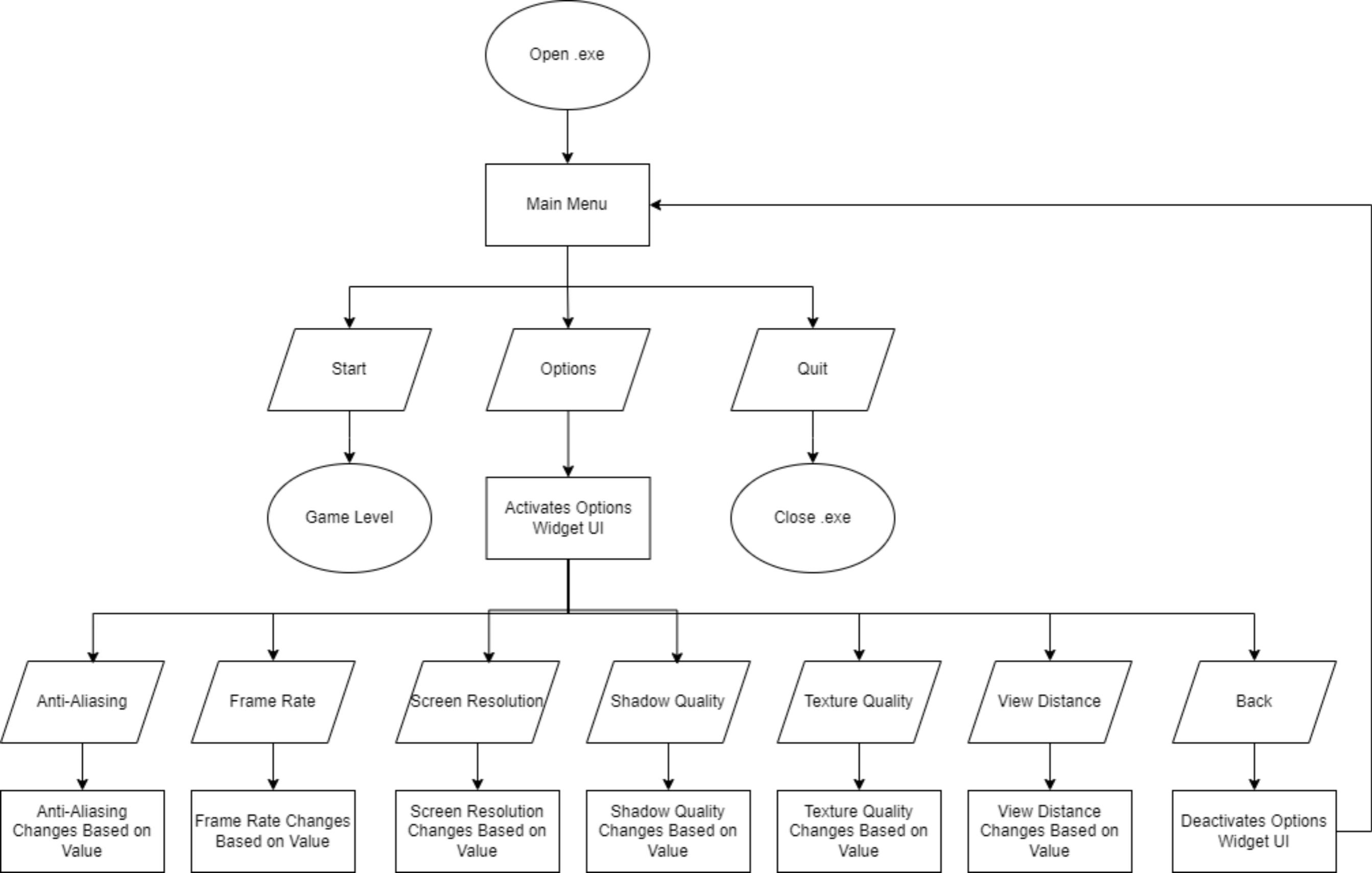
False

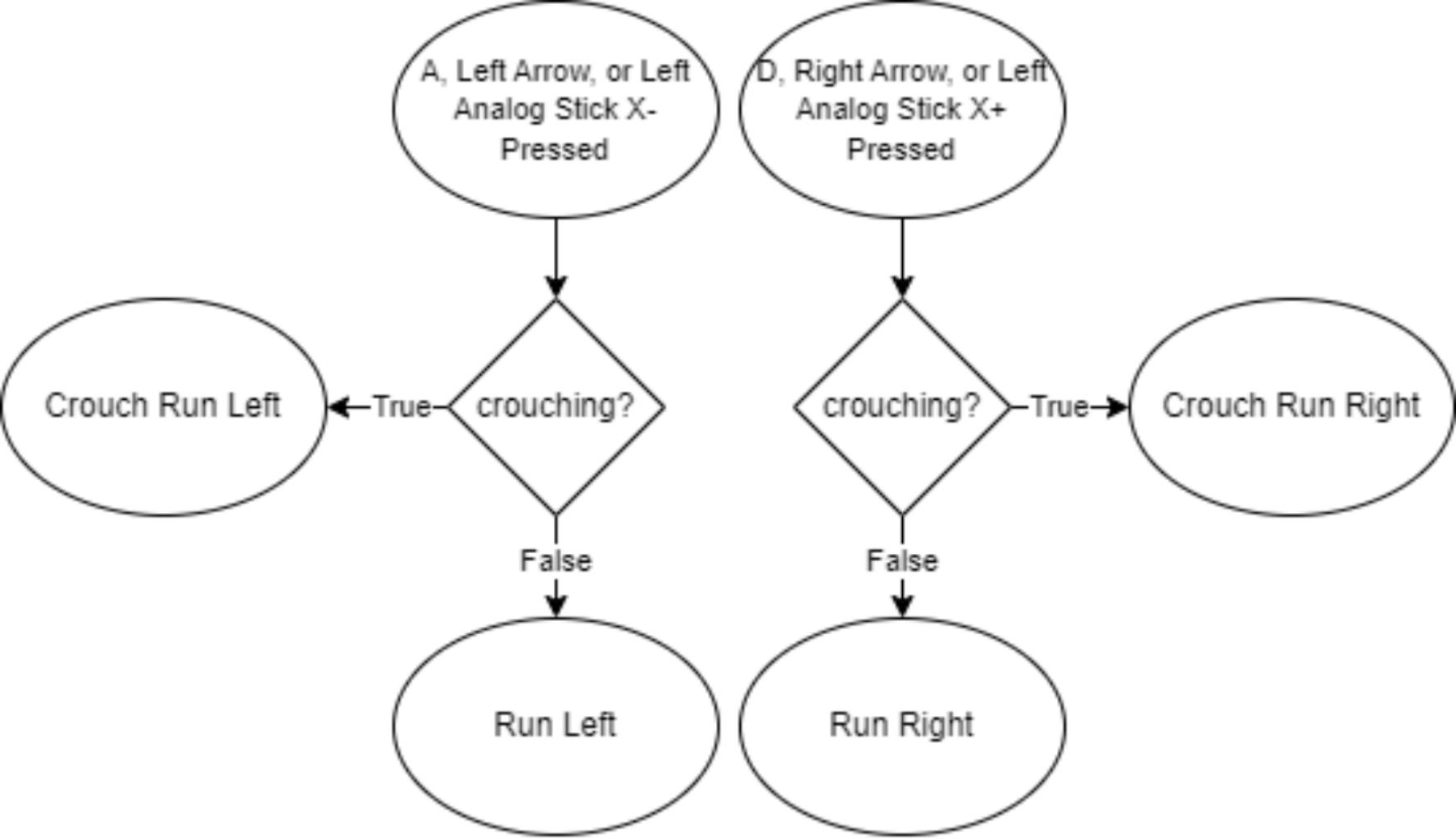
True

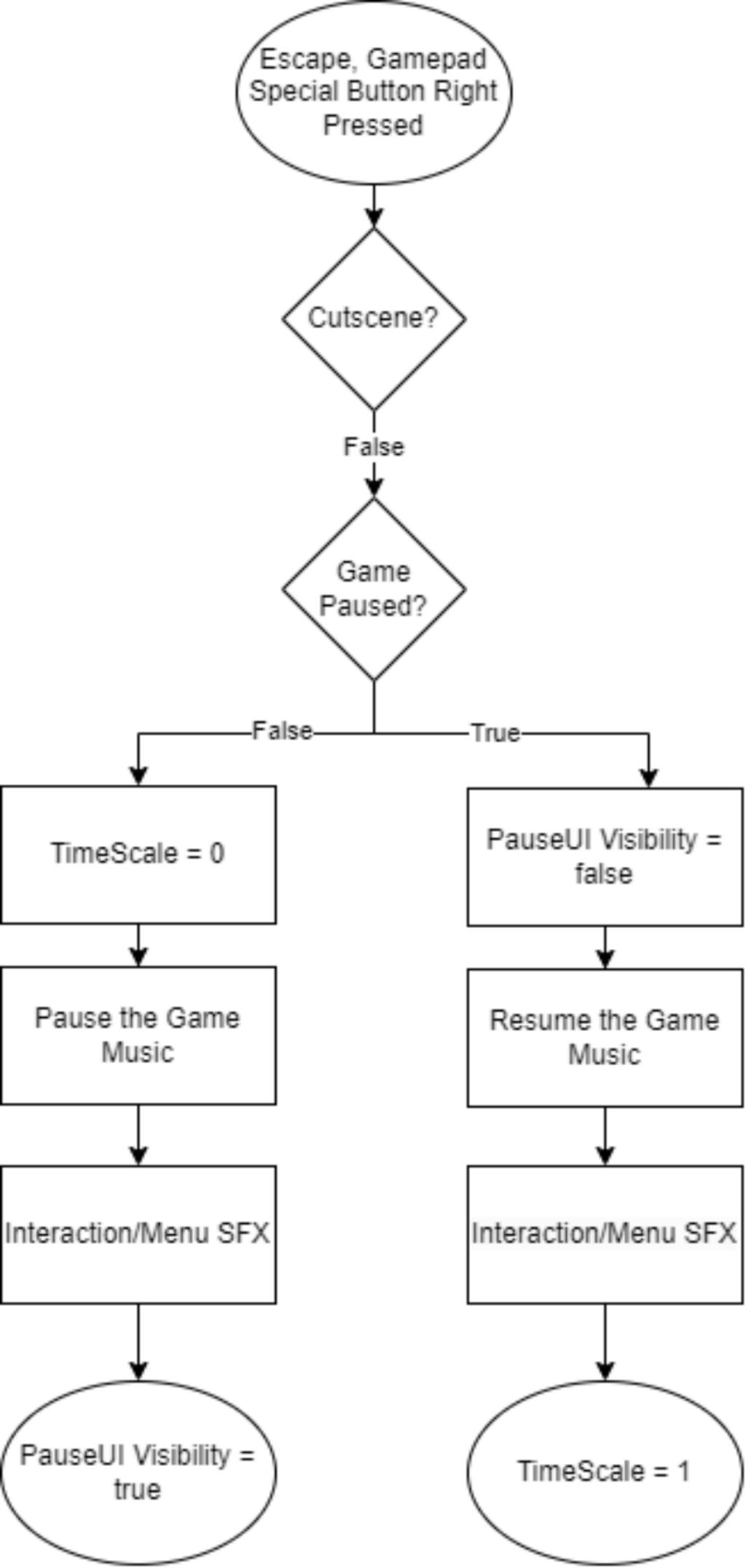
Running Animation

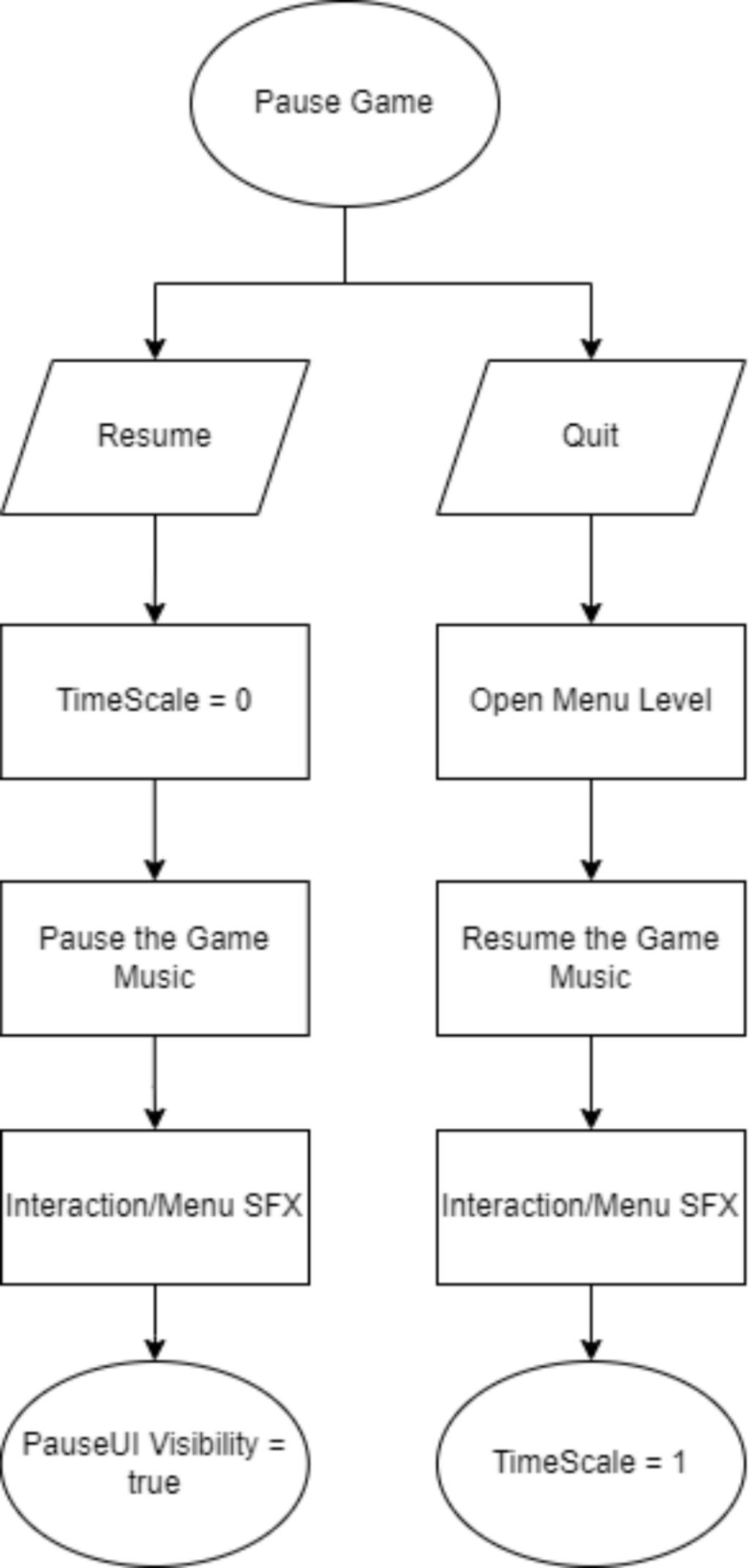
False

Idle Animation

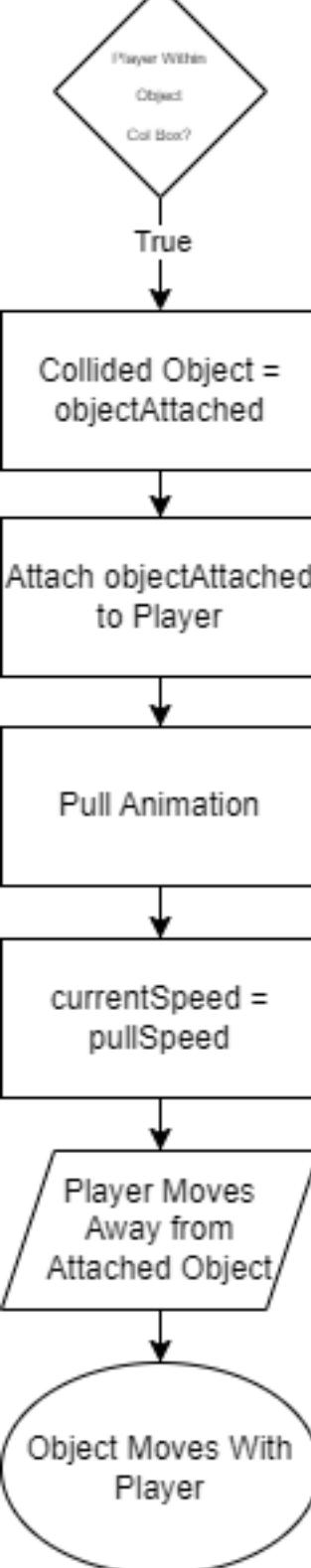




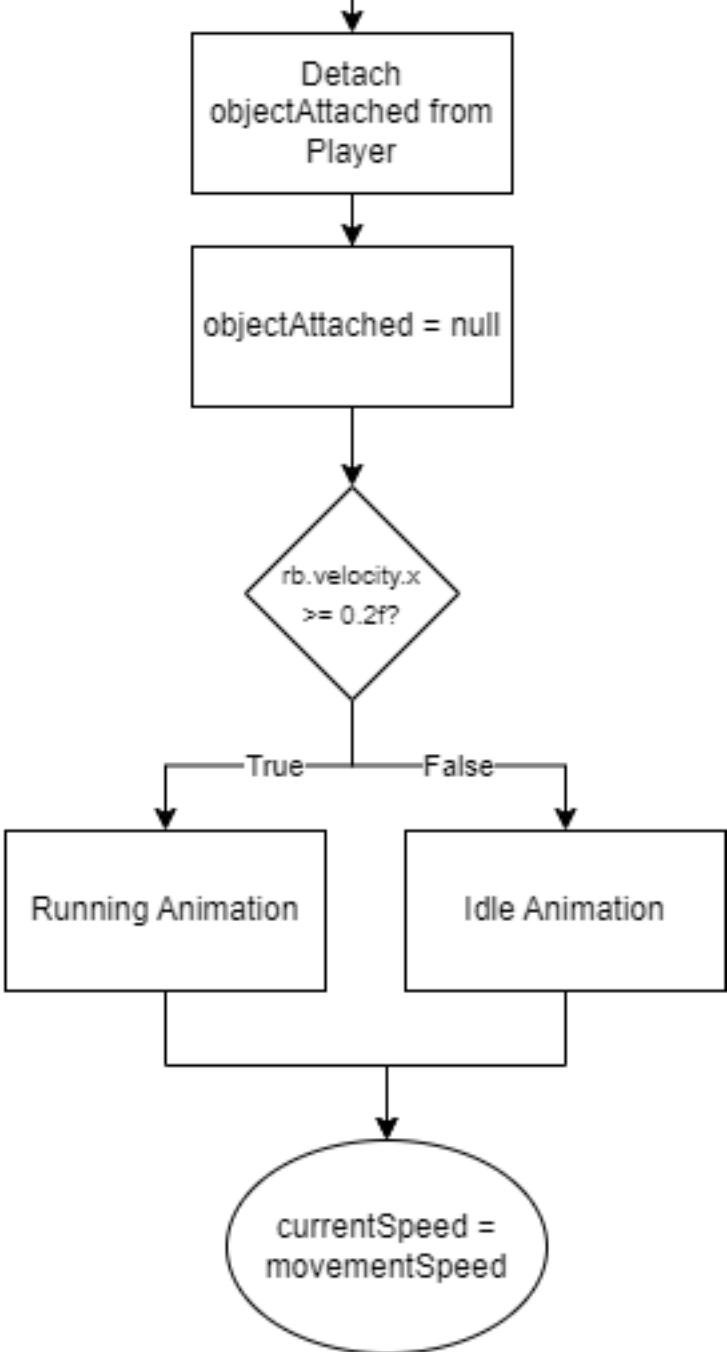




E OR Gamepad Face
Button Left Held



E OR Gamepad Face
Button Left Released



Move into Object



Push Animation



Move Object Based
on Object Mass

