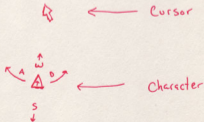


Character Movement Interface

Input: Mouse, W, A, S & D Keys

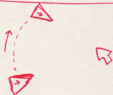
- Character Always Faces Cursor
- Movement Keys Move Character in Relation to the Direction He's Facing
- W = Toward Cursor
- S = Away From Cursor
- A = Walk Left (circles Cursor)
- D = Walk Right (circles Cursor)



W = Walk Forward



A = Walk left



Move Mouse = Character Rotates



S = Walk Backward



