**Megaman Mechanics (main ones)**

1. Side-Scrolling platformer (Ya viene con unreal)
2. 2D side-scrolling camera (ya viene con Unreal)
3. Jumping (We gotta adjust it so it feels like a Megaman jump) - Christian
4. Shooting (Can jump and shoot)

* Emmanuel & Christian

1. Health Bar (to the side) (health pickups included)

* Emmanuel

1. Enemies with AI - Anthony
2. Dashes (airdashes included) - Christian
3. Charging attacks (charge shoots) - Christian
4. Getting the bosses’ abilities
5. Energy bar for Boss weapons (Sub tanks included)

* Emmanuel

1. Wall jumping/sliding (bonus) - Christian
2. Progression system (Armors from Megaman X, Rush suits from Megaman 6, Elemental bodies from Megaman Zero, etc..) (bonus)

Ref: <https://answers.unrealengine.com/questions/264894/slow-dash-for-sidescroller.html>

<https://answers.unrealengine.com/questions/601948/view.html>