

# Movement

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# Environment

- Structure
  - Parts of game environment that can physically affect movement (e.g. doors)
  - Player cannot simply push these aside
- Detail
  - Cosmetic parts of the environment that players cannot collide with in a significant way (e.g. books)

# Living Creatures

- Affect movement during game
- Often have been forced into either structure or scenery as needed by game designer
- Other players and NPC's can be considered obstacles in large crowds
- It may be best to consider moving creatures as category of their own when considering movement issues