Character Abilities

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|  | Cube | Sphere | Pyramid |
| Health | 1 | 1 | 2 |
| Speed | 1 | 2 | 1 |
| Jump Height | 2 (2 For wall jump) | 1 (3 From bounce) | 1 (x2 For double jump) |
| Damage | 2 | 1 | 2 |
| Passive | Wall Jump | Physics Based Movement | Double Jump |
| Basic Attack | Shoot Projectile | All Around Attack | Forward Attack |
| Ability 1 | Slam (Shockwave can stun enemies) | Bounce (Goes up very high) | Drill into Ground (Goes through cracked objects) |
| Ability 2 | Stick to walls | Spin Dash | Air Dash |