Project Gamma Character Abilities

|  |  |  |  |
| --- | --- | --- | --- |
|  | 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 |
| Ability 1 | Shoot Projectile | Bounce (Goes up very high | Drill into Ground (Goes through cracked objects) |
| Ability 2 | Slam (Shockwave can stun enemies) | Spin Dash | Air Dash |