**Enemies:**

Magical:

Ice Wraiths

Summoners

Wizards with debuffs

Cryptid:

Golems

White walkers

Yetis

Ice Phoenix/Dragon

Element

Movement:

Flying, Burrowing, Skiing

Death:

Kill by player

Traps, pitfalls to kill off enemies before spawn

Attacks:

Debuff, Summon, Stab, Projectiles, Dashing, Power up

Golem:

Melee attackers – small aoe but dramatic effect

Smash! Wave from attack

Long cue before attack

Slow

Player can outrun, escapable

High HP

Skiing

Yetis:

Low hp

Attack

Throw snowball

Snowball has arc, avoidable

Skiing

White walker

Various magic types

Illusion

Flip camera

Ranged attacks

Iceballs/Fireballs

Spawner

Summoning

Beholder

Shoot lasers and bite

Skeleton

Falling objects/ice

Shrieker

Creates avalanche

Baby yeti

Worm

**Traps**

Holes/Pitfalls

Avalanche

Boulders

Falling

Stationary

Fire/explosion

Fallen trees

Stumbling loses HP

Stakes

Flaming non-hostile birds, obstacle to player in air

Ice wall

Big-ass thing you have to attack to get over

Ice spikes

Slush/slippery ice that makes it harder for player to control movement

Spiky falling ice

**Player Movement**

Item-enabled

Picking up item on slope adds ability

Stomp

Balance: Slow

Bounce off enemy

Stab with ski poles

Balance: Windup on attacks

Air attack

Must finish in air or wipeout

Stabbing downward/Directional

Bounce off enemy

Stomp

Tricks

Separate key (not to be confused with double jump)

Must finish before landing, else wipe out

Kill tricks

**Items:**

Double jump

Wings

Linear dash

Chrono accelerator

Board Mod:

Pick up better boards

Cannon/Shotgun Thruster

Balance: Recoil

Faster movement

More airtime/lighter

Extra HP

Permanent improvements vs temporary improvements and how you earn them

Active items

Become an invulnerable rock

Can’t control movement, but are faster

Pitfalls!

Avalanche horn

Kills enemies behind you

Fairy

Light + +faster + air control

Can’t kill anything

Jetpack/Coffee

Increase speed

Explosive banana peel

Kill enemies behind you

Makes more bananas?

Health items:

Very rare

**Graphics:**

Background

Parallax

Mountains

Forests

Bodies

Creepy skeletons in snow

Small

Gore when killing enemies

(Directional?) blood splatter

Trails on spells

Skeletons become pile of bones

Sprites

**Graphics** – Paul

**Enemies** – Rekkuujin