1:00

Attacks should only with abilities

Abilities are rune stones

Player character has a medium sized pouch with magical rocks that he uses and after use they crumble

The music should be electronic music that we made by our self from calmer music to heavier metal.

Sound effects are more serious electronic sounds like final fantasy.

Move with wasd and aim with your mouse the abilities active with either 1234 or qerf/t you will then get a preview of the firing path which you then activate them with left mb

Jumping through objects is possible metal slug style

Try winding up to full speed on running

Small amount of control during jump

Spells disappear upon leaving the players screen area

Look into level moving versus camera moving

More serious enemies, darkest dungeon/doom style

High health low jumps low health higher jumps and higher speed

Full health you jump half player height half health you jump full player health.

4 abilities

When you take a hit the rightmost card gets destroyed

If you use an ability a new one comes in the same spot

Player 2x2

Stretch: if a player is on a ledge it should play a teetering animation