Character Movement　　　　　　　　　**32x32**

| Unit | Dove | Owl |

- Basics (Both characters)
  - At least 2 jumps

Jump 1: 1.5 units　　　½ Unit / Unit　　　**Jump 2+:** 1 unit　　　Dove / Unit
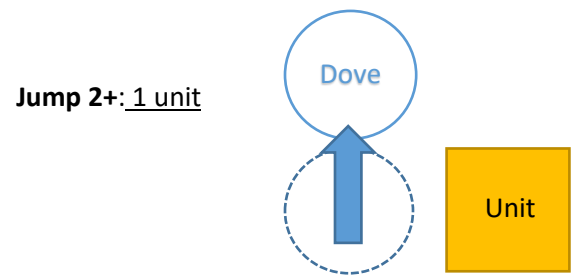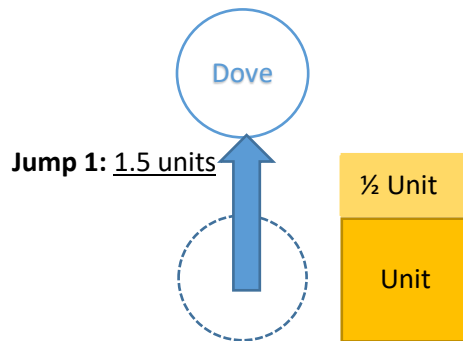
The jump is very… heavy? Slow lift off, quickly rises, and decelerate slow.

Think of **time spent in a position** as **the thickness** of a shape, the jump is **hourglass** shaped
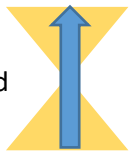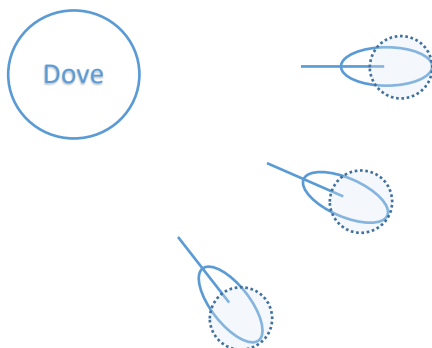
- If you **jump**, and <u>then</u> hit **backwards** movement input, stays facing forward
  - If **press back** <u>before or at the same time</u> as **jump**, then turns around

Character Attacks　　　　　　　　*(dotted line shapes are the hitbox)*

- Dove
  - Standard Projectile
    - 1 point of damage

- Owl
  - Standard Sword Swipe
    - 2(?) points of damage