Unlockable Player Mechanics

* Shield Hop: the ability to bounce off of certain objects or projectiles by jumping onto them with the shield facing down. Used to access other areas or redirect projectiles in new directions.
* Slow Time: Player can collect pickups (possible by solving optional traversal puzzles) which will give them one use (stacking 3 times) of the slow time ability. When used the ability slow time for the enemies and their projectiles but not the player or their shield for 3 seconds (tbc).
* Jump Hover: The player would be able to jump and tap jump again in mid-air. They will stay in place in mid-air for 1 second before falling to the ground again. While hovering they have full use of their shield. This could be used to stop momentum and fall into secret areas or to cause enemies to fire at each other or at switches.
* Shield Slide: PC can slide down slopes by jumping onto them with shield facing down. They can jump during these sliding sections to allow shield movement and deflect incoming projectiles or collect hovering pick-ups.
* Shield Charge: After a short charging period the PC can rush forward a short distance. While rushing they will be invulnerable to projectiles and any projectiles they hit with their shield will then redirect to travel in the direction the player is moving.
* Healing Shield: The PC can activate this power up which will cause the shield to absorb projectiles and transform them into health for a short period of time.
* Fire Proof: Later mechanic or reward. The player will no longer take damage from molotov cocktails or other fire based hazards.
* Drone Grenade: A pick up allowing the player to throw a drone somewhere on the screen. The drone will still fire at the PC and its projectiles can be redirected. The drone can also be used in conjunction with the shield hop.