**Studio: Red Lemonade**

**Name: BloodPressure**

**Aerokinesis**: The ability to mentally control wind and air flow.

**Controls:** The user should be able to control the character (except for the transformation/pause button) using only one hand, similar to how super mario run makes you use your thumb. The character will always be running.

**Forms:** The main character will have two forms: human and a swarm of bats.

**Human:** The human jumps when the screen is tapped and slides when swiped down. Both to avoid obstacles. While human you are vulnerable to enemies and obstacles. You cannot attack. Collecting certain items will fill a transformation gauge. Tapping the button on the left of the screen will transform the player into the swarm of bats. The more energy in the gauge, the bigger the swarm of bats, resulting in a longer flight and more enemies killed.

**Bats:** Tapping the screen will make the swarm of bats fly higher. You will be faster compared to on foot. Obstacles will not harm the player. Enemies will die instantly if you touch them unless they are larger than your swarm, in that case you will transform back to human. Over time the swarm of bats will shrink and the energy gauge will deplete. You are able to transform back to human at all times

