

Features

➤ **Genre**

- *Action & Platforms → Metroidvania*

➤ **Characteristics**

- *2D*
- *Side Camera*
- *3rd Person View*
- *Save Point → Restores full health and respawn common enemies*
- *Health → Hits*
- *Healing with potions (Can be refilled with mana or resting)*
- *Using potions requires stand still and refilling them has movement penalty*
- *Melee basic attack*
- *Mana (only restores by hitting enemies)*

➤ **Abilities**

- *Swim*
- *Climb Walls*
- *Dash*
- *Double Jump*
- *Long lineal distance attack (cost Mana)*
- *Short area range attack (cost Mana)*

❖ *Upgrades*

- *Melee damage increase with rare item and secondary character(permanently)*
- *Equippable items only at save points(temporarily) ➔*
➔ *Soul Bindings*