***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*