Game Design Document on Powers

Trampoline – can be used on the ground or in the air, but once the player bounces on the trampoline, he cannot use it again until he touches the ground.

Confetti Blast (Air blast) – gives the player a strong push opposite the way he fires it. Can be used in the air, but not on the ground, and cannot be used again until the player touches the ground.

Balloon – Can only be used on the ground. When used, the player moves straight up and has no control over left and right movement. The player cannot use other powers while using the balloon, but he can use them after he detaches from the balloon. The balloon pops when it collides with another object.