

Flying

- Player shall move through power up icon to get power.
- Power up shall last for 10-15 seconds.
- Player shall be lifted off ground to allow movement in air.
 - Controls shall be the same as controls for moving on ground.
- Flying shall be faster by double clicking and holding on the A or D key until stamina is close to running out or empty.
 - This shall not affect duration of ability.
- Player shall have flying enemies attack them.
 - Taking damage shall not affect duration of ability.
- Player shall choose to stop flying by double clicking the spacebar.
 - Fall damage shall occur depending on height of Player's location.
 - Duration of power up shall be on until time runs out.
- Player shall be able to fly again by double clicking the spacebar.
 - This shall not add or take away duration of ability.

No Falling

- Player shall move through power up icon to get power.
- Power up shall last for 15-20 seconds.
- Player shall move on empty space gaps between platforms without dying by falling out of the map.
 - Player shall land on empty space gap when player deactivates flying ability and heads toward empty space gap.
- Player shall take fall damage depending on the height of Player's location.

Ranged Ability

- Player shall move through weapon icon to get power.
- Power up shall last until player runs out of bullets or dies.
- Player shall get a weapon that shoots elemental bullets.
 - Player shall get 5-10 bullets.
 - Bullets shall do a certain amount of damage depending on range.
- Weapon shall come with random type of bullets that can either be regular or elemental bullets.
- Elemental bullets shall deal certain effects on enemies.
 - Fire bullets shall have burning effect where enemy will take damage every 1-2 seconds for 10 seconds.
 - Lighting bullets shall have electrical effect where enemy will get electrified and take a bit of damage every 2-3 seconds for 12 seconds.
 - Poison bullets shall have poisonous effect on enemies where they take damage from being poisoned every second for 10 seconds.
- Player shall be able to refill ammo of weapon by finding bullet icons that can be found throughout the map.
 - Bullet icons shall contain 3-5 bullets.
 - Text shall hover over icon indicating type of bullets it contains.
- Player shall choose to drop weapon by pressing G.
- Player shall pick up weapon by moving through weapon icon.