# Guns

Giant fans – blows player in the pointed direction

Pistol- used as a tiny jump

Sniper- long jump but with loooong time to use again

Leafblower- used more to glide across surfaces- pushes player slowly and overheat quite quickly.

Shotgun- two bigger jumps with okay reload time.

Bouncy gun- No knockback but shoots a bouncy one time use plataform that bounces the player in the opposite direction with more speed

Graple hook- the player will swing like spiderman, no knocback

# Interactable objects

Spike- if player touches, dies instantly.

Turret- fires at player, if player gets in detection zone

Bomb plataform- if player is on top of the plataform , it exploded after a certain time killing the player

Portals – pretty self explanatory

Slow fields- player looses all momentum when walking trough one

Moving plataforms

Mirror surfaces – copies player movement example ( if player goes upwards, plataform goes as well

Ricocheting targets, bullets ricochets.

Lasers- if player touches dies instantly, are turned on and off

# Ideas to test

When player is in the air limit the amount of force they can do