Power Ups

Power Trade

When a player picks up the Power Trade power up the players would temporarily swap their dragons. The swap would last 15 seconds with a surrounding light around each dragon to tell the player the power up is active. The player who did not pick up the power trade power up will not receive any power ups for 7 seconds after the swap has been made. When the dragons return to their original owners 30% more enemies will spawn for the player who picked up the Power Trade initially. The same player cannot get 2 Power Trades in a row and neither player can get a Power Trade while 1 is already active. Power Trades also swap current power ups so be careful not to pick it up when your buffed the way you like.

Protection

The Protection power up will cover the player who picked it up with a shield with a durability of 3 hits. Players will not be moved back when hitting an enemy or an object. Each time a player has the shield durability reduced they have their movement speed reduced by 15% each hit until the shield is destroyed. The movement reduction lasts for 5 seconds after the shield is destroyed and if the player runs out the timer on the power up they will cancel out any movement reduction applied during the power up. Initial time lasts 10 seconds and no other power ups will b usable while shield is active. (Except for Power Trade)

Flash Like

The Flash Like power up increases player movement speed and rate of fire. A total of 15% movement speed and double the fire power until the power up timer is done. If players are hit while using Flash Like they will b knocked back more than they normally would without using Flash Like. Flash Like power up would b replaced with Power Trade if acquired as well as protection and both players can have Flash Like active at the same time. Flash Like Lasts a total of 8 seconds and there is no after effect when the timer runs out.