

What separates the Lance Girl (Eloise) from the other characters is that her mechanics allow her to manipulate time as well as give her short but strong boosts; she uses her lance to give herself an advantage by traveling distances quickly.

The Lance Girl (Eloise) uses a Lance. She uses the lance to aim that collide with objects, and allow her to swap positions with the lance, as well as use it to give herself a boost up the surface it's sticking in. Another important note is that the lance is made out of stone; this allows for interactivity such as the lance falling apart if it hits a surface it can't stick in, or Eloise having the ability to destroy it herself adding an extra layer of strategy and flow.

Concept art: See below.

The mechanics of the Lance Girl include the following:

Free Mechanic: Pole vaulting

First Mechanic: Throwing Lance

Second Mechanic: teleporting to lance/ interacting with it for boosts (can jump on lance when it is lodged into a platform)

Third Mechanic: TBA



