Phantom Kunais

These kunais are able to deal more damage than the average kunai. They will deal twice the normal amount of damage a basic kunai will deal. However, these Phantom Kunais require skill to use: when the player first throws them, they will move very slowly. After a short period of time, its speed will double, and then continuing to double, resulting in a lightning fast projectile that deals massive damage if used correctly. These kunais act as normal kunais: they disappear once they hit an enemy, or any other obstacle such as walls, platform sides, etc. They can only be found in special ammo boxes that are difficult to locate.

=====Redesign=====

Deceitful Kunais

These kunais require more skill to use than the average kunai. When they are first thrown, they start moving very slowly, at ¼ the normal speed of a kunai. After ¼ second, it will double its speed, to ½ the normal speed of a kunai. After the second ¼ second, it will double its speed again, to the normal speed of a kunai, and continue doubling its speed after every ¼ second. Depending on how fast the kunai is traveling will determine how much damage it deals: 0 when moving at ¼x speed, 1 at ½x speed, 2 at normal, 3 at 2x speed. Thus, the damage increases linearly as the speed increases exponentially. These kunai will disappear if it hits an obstacle such as a platform, wall, or enemy. The kunai will disappear if it travels off-screen and does not hit an object. These kunai will travel in a straight line in the direction the player was facing when the player chose to throw it. Players can maximize these kunais’ effect by utilizing them against bosses, predicting their movement, and throwing them so that they would hit where the boss will be, rather than where they are, to deal the most damage possible.