**Forget Me Not:** Final Character Sheet

**Abilities concerning all character**

-All characters can move right/left and jump.

-When standing close together, characters can be moved together as a unit

-The player can switch between characters at any point unless an ability has been used.

-Abilities can only be activated by the player, not on themselves

-A characters becomes unusable after it has used an ability

-To regain control, another character must meet up with it.

**Individual Abilities**

Rage's ability, Rampage, has its flames burn stronger and it dashing forward without stopping.

This can be used in the following ways:

* To break through objects marked as breakable
* Can push moveable objects
* To activate explosive objects
* To light flammable objects

This ability does NOT grant invincibility.

Depression's ability, Crybaby, causes it to burst out into a controllable stream of tears for a few seconds.

This can be used in the following ways:

* To fill containers with liquid
* To raise the water level of water sources
* To put out fires
* To propel itself onto higher places by aiming underneath it.

Anxiety's ability, Cold Feet, makes it freeze up in place and grants invincibility.

This can be used in the following ways:

* As a platform for the other characters
* As a shield that repels any projectiles

**Combined Abilities**

When using a combined ability, the characters will temporarily "melt together" and form a new character. This will last for the duration the ability is active.

Rage & Depression's combined ability, Eruption, makes the fusion cry a controllable stream of magma tears for a few seconds.The tears harden as soon as they touch any surface.

This can be used in the following ways:

* Filling big holes/gaps to create new paths

Rage & Anxiety's combined ability, Frozen Outrage, causes the fusion to rush forward without stopping until reaching the end of the screen. It is faster than Rampage and grants invincibility.

This can be used in the following ways:

* To traverse hazardous terrain like spikes
* To defeat enemies

Depressions & Anxiety's combined ability, Icey Tears, allows the fusion to shoot controllable frozen tears in any direction for a few seconds.

This can be used in the following ways:

* To defeat enemies from a distance
* To activate mechanisms from a distance

**Message to all Crying Whale members: Once you have read this document and agree with the contents 100%, please put your name underneath this text. That will signify that you accept this document as its final incarnation and understand that it will not be changed again for the duration of this project, meaning nothing will be added or removed. The level design process will be put on hold until this has been achieved.**

**Sebastian**

**Alba <3**

**Frederyk**

**Tamina**

**Daniel**