

# Main Character Mechanics

## Attack

### Light Attack

- Combo of **three attacks**.
- The third last attack heats up the weapon more.
- Animations **can be cancelled**.



### Heavy Attack

- **Single hit**.
- Can be **charged** up holding the button.
- Allows to **remove** Boss' defence.
- Charges more **temperature** than all attacks.
- **Staggers** the enemy (when possible).



### Thrust Attack

- **Single hit**.
- Follows a **dash** towards the Boss.
- Animation **can be cancelled**.



### Jump Attack

- **Single hit**.
- Can only be performed in the **air**.
- Animation **can be cancelled**.



## Parry

- **Doesn't stun** the Boss.
- **Negates damage** and charges Temperature with a **successful timing**.
- **Negates some damage** with a **slightly off timing**.
- Animation **can be cancelled**.



## Temperature

### Heat

- Heat **builds up** with **successful attacks and parries**.
- **Lowers with time**.
- MC's **attack damage increases** depending on how high the temperature is.
- Lowers very fast for a few seconds after an Overheat.

### Overheat

- Triggers when the **temperature bar is full**.
- Has a duration of a **few seconds**.
- Grants **more attack damage**.
- Every attack **staggeres the boss**.
- **Heals** some missing **HP** on every hit.

## Movement

### Dash

- Moves the MC **horizontally**.
- Can be performed **in the air consuming Temperature**.



### Jump

- Moves the MC **vertically**.
- Only the **Jump Attack and (Air) Dash** can be performed **in the air**.



Both options can be used to cancel animations, they give no invincibility frames.

## Death

- If the player dies during a **Boss Fight**, he will **respawn outside of the arena** and **resetting the Boss**.
- If the MC dies during exploration sections he will **respawn at the start of said section**.

