SplashRace

- Stats

Stats

Level Stats

There are 3 levels. Beginner, Expert, Legend.

- Basic movement stats
- Available points to improve stats
- Number of available slots

Movement Stats

- Acceleration
- Steering
- Braking
- Top Speed
- Stability (scales effects of "tumbling")

Ability Stats

- Ability Slots (count and type)
- Energy (regenerates per jump)
- Supply (regenerates at checkpoints)

Terrain Stats

- Terrain Type
- Difficulty (yes/no)
- On Track (yes/no)

Behavior

Minimum Stability is 10%.

Your Stability scales with your Energy percentage. 0 Energy means -100% Stability.

When you have 0 Energy, you are tumbling.

Tumbling means your movement stats don't use any terrain bonusses, just a basic bit of movement. It also adds a chaotic vector to your velocity depending on your speed and Stability.

If you go faster than your top speed allows, you are tumbling until you are below your top speed again.

Forced movement adds a vector to your velocity. The direction and strength depends on the ability that caused it.

Ability Types

- Constant
- Switch (constant or activation)
- Activate (with energy or supply)
- Free (can collect items)