Alternative Idea 1

* Four wizards are trying two teams of two and a wizard professor the goal of the two teams is to impress the professor with their alchemy and summoning.
* The professor can introduce the goal of the students at the same time as doing a short tutorial. This could be done though a textbox rather than having a voice actor.
* Each team has their own cauldron
* Players have knockback spell to stun other players this would work off some kind of charge
* The players then proceed to start the game and gather the ingredients shown on their HUD
  + First tier summons some monsters onto the map increasing the difficulty.
  + Second tier upgrades the stun to knockdown also knocking their ingredients out of their hands.
  + Third tier this summons the otherworldly being or god and wins the players the game.
* The team can also choose to make some support potions only one can be carried at a time
  + Speed boost
  + Jump boost so you can jump over a wall only has one use
* Monsters
  + knock down or stun the player
  + Could knock the ingredients from their hands and have it de-spawn
  + Cant be killed

Alternative Idea 2

* A small village of wizards one wizard accidentaly causes an apocalypse when he is misusing a relic this summons a large demon that slowly walks towards the centre of the map threatening the village.
* There is one cauldron in the middle of the map the wizards have to add ingredients to the cauldron to create a portal to escape.
* The wizards have to fight for influence over the portal spell by increasing their score.
  + The wizards add the right ingredients to increase it
  + Steal from others to stop them scoring
  + Be a general nuisance
  + Collect any bonus items for score multiplyer.