This document contains the descriptions per screen and functionality about the game Wizard Force.

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# Game description

**Wizard Force**.

Wizard force is a RPG involving wizards.  
There are four types of wizards. The protectors, elementals, enhancers and psychics.

In turn-based battles, they can beat their enemies and gain coins and experience points(XP) to eventually level up, and gain better/different moves.

Each level has 3 battles which have to be beaten for you to clear the level. You don’t restore your health in between battles and need to be careful not to lose too much HP earlier in the level.

Every 5 levels, you fight a boss-level, and free a wizard which can be added to your party if you so desire(4 wizards per party).

There are 20 wizards(and thus 100 levels), who each have their own strengths and weaknesses, and sometimes their own exclusive special move.

# 

# Screens

There are 7 screens in the game. The layouts can be found in the ‘Layouts’ folder, where they are named according to their name in this list:

1. The start screen
2. The main screen
3. Settings screen
4. Party screen
5. Shop screen
6. Battle screen
7. Multiplayer battle(undecided if will implement)

## Start screen

The start screen is the screen you start on when you start up the game.  
It contains 4 buttons: Single Player, Multiplayer, Settings and Exit.

**Single player** redirects you to the main screen, allowing you to play the game.

**Multiplayer** will redirect you to the multiplayer screen, though this is low priority and will only be implemented when the rest is done too quick and the 100 days are not yet finished

**Settings** redirects you to the settings screen, where you can change things like music

**Exit** simply stops the game

## Main screen

The main screen is the screen on which the game is actually played.

The biggest part of the screen consists of the map of the world, and on the map are a couple red circles, which can be clicked on. This will send you to that level.

There are also 4 side buttons, 'Settings', 'Party', 'Shop' and 'Return to homescreen'.

**Settings** redirects you to the same screen as the ‘Settings’ on the homescreen does

**Party** and **Shop** send you to their respective screens. Which will be explained in their own part

**Return to homescreen** simply sends you back to homescreen

## Settings screen

The settings screen has a slider for the volume of the music.  
It will also contain different actions, depending on what will be changeable in the files

The bottom contains an arrow, and when clicked on it, it will send you back to where you were before you clicked on the ‘Settings’ button

## Party screen

In the party screen you can see/change who is in your party, and you can use specific items on them(like bottles of XP).

It also has a button to go back to the main screen

## Shop screen

The shop has a list of items you can buy for the coins that you gathered in your battles.  
It contains items like bottles of XP, a cool new mage skin, or a new special attack

It also has a button to go back to the main screen

## Battle screen

In the battle screen, you have your party at the bottom of the screen, and your foe(s) at the top.   
At the left side of the screen you can pick your move.

Above every battler, there is an health bar to indicate how much HP everybody has left.

When beaten all 3 battles of a level, you get returned to the main screen

# Wizards

The list of all moves that can be done by a wizard can be seen in the ‘Moves’ file.

## Magic types

There are four types of wizards, The protectors, elementals, enhancers and psychics.

### Protectors

The protectors can use magic that will heal/protect your party.  
They can use moves like ‘Force field’, ‘Healing’, ‘Replenish moves’

### Elementals

The elementals can use magic related to 4 of the elementals. Fire, Ice, Electricity and Earth.  
Their moves are like ‘Fireball’, ‘Electroshock’, ‘Ice blast’

### Enhancers

The enhancers are not too strong as attackers, but invaluable in a battle. They can sharply improve the statistics of the fellow party members, like improve their max HP, enhance their amount of moves per turn, or enhance the power a move does.

### Psychics

The psychics can use psychic type of magic, like predict the moves foes will do, and generally can use strong moves, that need to recharge.

## List of wizards

**Name Found at level Magic type Note**

|  |  |  |  |
| --- | --- | --- | --- |
| <<player name>> | 1 | Elemental |  |
| Eforn | 5 | Protectors |  |
| Izor | 10 | Psychics |  |
| Erass | 15 | Enhancers |  |
| Uzohr | 20 | Elemental |  |
| Sebin | 25 | Protectors |  |
| Olynn | 30 | Psychics |  |
| Elleas | 35 | Enhancers |  |
| Elletosh | 40 | Elemental |  |
| Axyl | 45 | Protectors |  |
| Amonar | 50 | Psychics |  |
| Alador | 55 | Enhancers |  |
| Enyll | 60 | Elemental |  |
| Zuharith | 65 | Protectors |  |
| Kinell | 70 | Psychics |  |
| Ubis | 75 | Enhancers |  |
| Dhenior | 80 | Elemental |  |
| Iphior | 85 | Protectors |  |
| Esorin | 90 | Psychics |  |
| Iwass | 95 | Enhancers |  |