Multiplayer

- Multiplayer modes (Co-op, Deathmatch, Destruction)

Misc items

-energy pickups dropped off enemies

-switches to activate the exit (the 4 switches in each level, including first level stuff)

-super awesome T3 spell drop

-switch between levels

-enemy spawner works mo betteh

- Dr Kage Vikarof and yo sistah

-Spells gain power after you use them… fo shizzle

- Yo dawg… hurd you lyke hud/interface

- Sexy Attract mode

-arcade machine

Terrain

* Lava pwns players
* Water needs to rise, be frozen, destroy other tiles
* Air current needs to propel player
* Save state of the entire terrain.
* Spell interactions with terrain (one note)

Spells

* Tier 2 Spells – Lava, Ice Shard, Tornado Thingy, Earth Pillar;
* Tier 3 Spells- Holy crap big boom fire splosion, Ice Age freezy enemy thing, Wind aura protecty thingy, Big hand grabs something and drags it till it be ded.
* Polish Tier 1 with effects.
* Spell interactions
* Interactions with terrain
* Collide with enemy spells to “cancel out”

Enemies

-Fire enemy with unique movement/attack

-Finish earth enemy for 2 player

-Wind enemy with unique movement/attack

-Ice enemy with unique movement/attack

-Damage dealt based off elemental type