Ideas for RPG

The Essence Mage

## Enemies as weapons.

Having certain enemies become weapons and have different effects.

Enemies' "Essence" can be used to change your weapon into something new.

Slime slows enemies, Goblin causes bleeding, etc.

Defeating a boss allows you to gain a buff to your weapon e.g. able to switch between 2 weapon types.

## Enemies

### Earth

Goblin. Bleed

Slime. Slow

### Water

Turtle - Defense

Octopus - Regen?

### Air

Bat. Move Speed

Eagle - Attack Damage

### Fire

Lizard. Attack Speed

Fire Unit - Increase Attack Size

### Elemental Units

Fire Unit. Secondary Fire Attribute

Water Unit. Secondary Water Attribute

Air Unit. Secondary Air Attribute

Earth Unit. Secondary Ground Attribute

## Bosses

Golem - Ground

Shark - Water

Harpy - Air

Dragon -Fire

## Game build Ideas

### Initial Ideas

I want to have basically 4 levels to this game: Earth, Air, Water, Fire

Once you beat a boss in each level, you can proceed to the next area

After beating all 4 areas, you win.

### Mechanics

1. I want you to be able to have different buffs depending which enemy Essence you have.
   1. You will have a bar that fills up, when it is full, the next enemy you kill will become a buff.
   2. Each enemy has a buff assigned to them.
2. There are 3 enemy types: Basic, Elemental, Boss.
   1. Basic enemies give general buffs like Movement speed, regen, attack speed, etc.
   2. Elemental enemies power up your secondary attack with the corresponding element:
      1. Fire creates a flamethrower effect
      2. Air creates a tornado
      3. Earth creates a shield
      4. Water creates a bubble that stuns enemies that walk into it.
   3. Bosses give you a permanent buff
      1. Earth boss gives you a charge attack
      2. Water boss gives you the ability to hold 2 buffs
      3. Air boss increases your general stats? Maybe.
      4. Fire boss increases your damage output? Maybe.
3. There are areas where you need to solve puzzles to continue.
4. There are rooms where you need to kill everything to continue.
5. There are health pickups to heal you.
6. There are attack pickups that cause a one-time effect. E.g. a grenade
7. There are defense pickups that negate 1 attack. Non stackable.