Magic Spell Timer



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# Overview

## Theme / Setting / Genre

- Magical tools / Novelties

## Core Gameplay Mechanics Brief

- Calculation of Moon phases, signs including void of course, astrological plantary hours. Below calculation results are called “timings”.

- Correspondances of each timing to what type of spells work best for the timing.

- Journaling that documents timings with fields for user to enter the spell and results of the spell.

- Sharing of timings and results for research puposes.

## Targeted platforms

- iOS – iPhone and iPad

- Android Phone and Tablets

- Mac Native Executable  
 - Windows Native Executable

- WebGL in supported Browsers

## Monetization model (Brief/Document)

- Premium free of ads and limitations. Free version will have ads. Reduced price on Premium if user agrees to share results (see Moneteization Document for details

- <Link to Monetization Document>

(TBD)

## Project Scope

- <Game Time Scale>

- Cost? (How much will it cost?) (TBD)

- Time Scale (How long will it take to make this game?) (TBD)

- <Team Size>

- <Core Team>

- Jeff Fried

- Producer and Lead Programmer

- <Cost to employ them full time or part time> (TBD)

- TBD

- Programmer

- <Cost to employ them full time or part time> (TBD)

- TBD

- Magic Consultant and Writer

- <Cost to employ them full time or part time> (TBD)

- TBD

- Designer and Artist

- <Cost to employ them full time or part time> (TBD)

- <Marketing Team>

- TBD

- <Licenses / Hardware / Other Costs>

- N/A

- <Total Costs with breakdown>

- TBD

## Influences (Brief)

### - TBD

## The elevator Pitch

<A one sentence pitch for your game.>

TBD

## Project Description (Brief):

Three essential spell timings are included:

* **Moon phases** – Use to match energy flow in spells, e.g., waxing for constructive/attraction spells, waning for destruction/dissolution spells, full moon for most powerful lunar energy, dark moon for exploring hidden recesses or darkest most secretive spells.
* **Moon signs** – Use for specific type of spells associated to astrological signs, for example moon in Cancer for relationship spells or moon in Scorpio for cursing and banishing. Void of course moons also indicated when spells would be weakest.
* **Planetary Hours** – Use for specific type of spells associated with astrological planets. Can also be used as a substitute for Moon signs via rulerships. This is useful when a specific type of spell is needed by moon not in appropriate sign or to strengthen influence when moon is in appropriate sign.
* **Journaling –** Each use creates a journal entry with fields for details of spell and tracking results. Optionally user can choose to share journal which gives access to product discount and our compilation of results.

# What sets this project apart?

- No applications like this one exist

- Avoids user having to look up information

- TBD <etc.>

## Core Gameplay Mechanics (Detailed)

### - Moon Phases timer

- <Details>

Given the time, date, and location the phase of the moon is calculated and appropriate spells are described for the calculated phase.

Moon Phases included:

- Dark (New) Moon

- Waxing Crescent

- 1st Quarter

- Waxing Gibbous

- Full Moon

- Waning Gibbous

- 3rd Quarter

- Waning Crescent

- <How it works>

The actual calculations are performed using the algorithms in texts such as [Celestial Calculations: A Gentle Introduction to Computational Astronomy (The MIT Press)](https://www.amazon.com/gp/product/0262536633/ref=ppx_yo_dt_b_asin_title_o03_s00?ie=UTF8&psc=1). The interpretations, that is, what spell energy each phase is appropriate to is gathered from sources such as <https://exemplore.com/wicca-witchcraft/How-to-Cast-Spells-Magical-Timing-with-Moon-Phases> and written up by us.

### - Moon Sign Timer

- <Details>

Given the time, date, and location, the sign the moon is in is calculated and appropriate spells for the calculated sign are given and explained.

- <How it works>

The actual calculations are performed using the algorithms in texts such as [Celestial Calculations: A Gentle Introduction to Computational Astronomy (The MIT Press)](https://www.amazon.com/gp/product/0262536633/ref=ppx_yo_dt_b_asin_title_o03_s00?ie=UTF8&psc=1). The intepretations, that is what type of spells the current moon sign is appropriate to is gathered from sources such as <https://exemplore.com/wicca-witchcraft/Spell-Casting-Using-Magical-Timing-Using-Moon-Signs> and written up by us.

### - Planetary Hour Timer

- <Details>

For a given time, date, and location, the planetary hour is calculated and appropriate spells are given and explained.

- <How it works>

The sunrise and sunset of the current day and the sunrise of the following day are calculated using algorithms from texts such as [Celestial Calculations: A Gentle Introduction to Computational Astronomy (The MIT Press)](https://www.amazon.com/gp/product/0262536633/ref=ppx_yo_dt_b_asin_title_o03_s00?ie=UTF8&psc=1). The time between sunrise and sunset of the current day is divided into 12 equal periods and the time between sunset of the current day and sunrise of the following day is divided into 12 equal periods giving 24 planetary hours in all. Then the planets are assigned cyclically to the planetary hours in the chaldian order (Saturn, Jupiter, Mars, Sun, Venus, Mercury, the Moon) starting with the planet associated with the current day (Sun for Sunday, Moon for Monday, etc). The appropriate spells are gathered from resources such as <https://exemplore.com/wicca-witchcraft/How-to-Cast-Spells-Magical-Timing-by-Planetary-Hours> and written up by us.

### - Journal

- <Details>

Each use of the timer creates an entry in the journal indexed by time, date, and timer type. The journal has editable fields for spell details and spell results. Controls are included that allow the user to change the sort (by time/date, location, or timer type), delete entries, share entries with us.

- <How it works>

This is standard software engineering so no need for specific details except for the sharing function which is tied in to the discount. If the user elects for the premium discount then he or she gets full use of the program without ads or limitations for a time period, tbd, between 3 months and a year. If he or she elects to discontinue sharing then user has the option to revert to the free version or to pay a small fee to upgrade to the premium version without limitation.

### - Automatic Determination of user time, date, and location

- <Details>

The user has the option of letting time, date, and location being determined from the hardware rather than entering it manually.

- <How it works>

Time and date information can be determined by the implementing software’s system datetime functionality. Provided the user gives permission, the location can be determined by the hardware’s GPS. For cases where the user has not given permission or wishes to use a different date, time, or location, this information can be manually entered.

### - Menu System

- <Details>

A main menu is provided enabling the user to go to the scene for each of the timers, the journal, and help on how to use the spell timer

- <How it works>

This is standard software engineering so details are unnecessary.

# 

# Story and Gameplay

N/A

# Assets Needed

## - Art

TBD

## - Sound

TBD

- Text

Moon phase to spell energy types

Moon sign to spell types

Planetary hours to spell types

General documentaton how to use

## - Code

- Timing scripts (Julian day, Local to Universal time conversions, etc.)

- Astronomical Scripts:

- Time conversions (Local date-time/location to Universal,Sideral, Greenwhich, and Siderial time)

- Position of sun (required for lunar calculations)

- Position of the moon

- Phase of the moon

- Other calculation Scripts

- Conversion of Astronomy longitude to Astrological degrees

- Planetary hour

- Retrieval of time, date, and location data from hardware

- Interpretation & Display Scripts

- Given moon phase display appropriate spells

- Given moon sign display appropriate spells

- Given planetary hour display appropriate spells

- Display how to use documentation

- Journaling Scripts

- Journal Entry Writer

- Journal Entry Reader

- Journal Master Controller

- Journal Detail Controller

- Journal Entry Sharing Controller

- Miscellaneous Scripts

- Menu navigation

- Page/Scene navigation

## - Animation

- TBD but probably N/A

# Schedule

### - Astronomy/Astrological Calculation Scripts

- Time Scale

- Time Conversions done

- Sun Position done

- Moon Position in progress

- Rest of scripts(TBD)

### - Asset Acquisition/Creation

- Time Scale

- TBD

### - Interpretation/Display Scripts

- Time Scale

- TBD

### - Journaling Scripts

- Time Scale

- TBD

### - Miscellaneous Scripts

- Time Scale

- TBD

### - Testing

- Time Scale

- TBD

### - Platform Conversions

- Time Scale

- TBD

### - Itunes Submission

- Time Scale

- TBD

### - Google Play Submission

- Time Scale

- TBD

### - Stream Submission (for Mac and Window executables)

- Time Scale

- TBD

### - Web Site Support

- Time Scale

- Web site catalog

- WebGL executable download setup