# Spell Chant Typer

# Problem 1

In our digital age typing is a skill
directly related to our
productivity
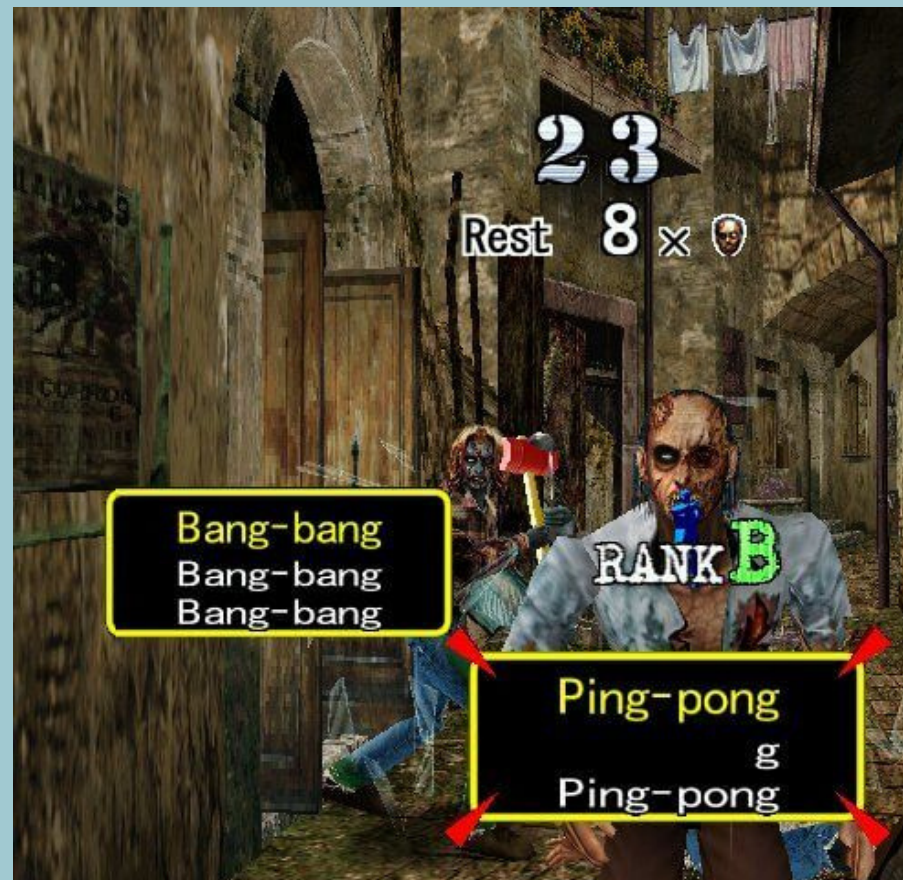
But practicing it often isn't
interesting enough,
atleast in my opinion
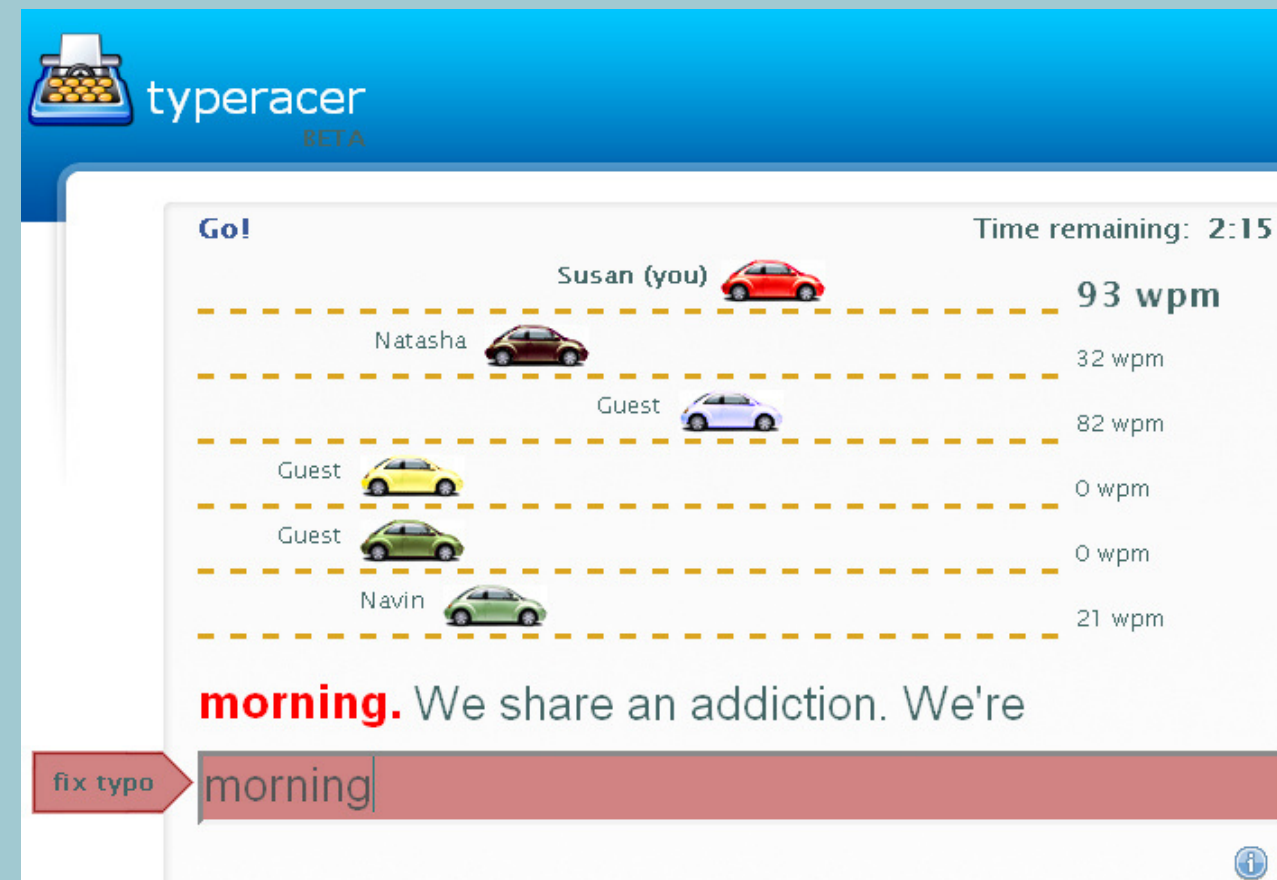
# Similar Games
## Problem 2



Typing of the dead



Typeracer



Typer Shark

# Similar Games
## Problem 2

attributes noticed

- Target audience is children
- Statistical Comparative: WPM
- Basic Mechanics
- Retro Games(Old)

# Objective 1

a game where all actions
are done through typing

# Complexity of Spell Chant Typer
## Objective 2

you are a wizard, you have to type to cast spells.

spells are sentences with randomized words in latin

words will be related to the spell, for example:
a fire spell will have words synonymous to fire like
"Ardere" or "Ignis"

this game is a type of educational game in order to
improve the player's typing skill at our digital age
in an engaging and interesting way

# Navigation

Entrance Page

Choose Level

Main Hub

Combat Encounter
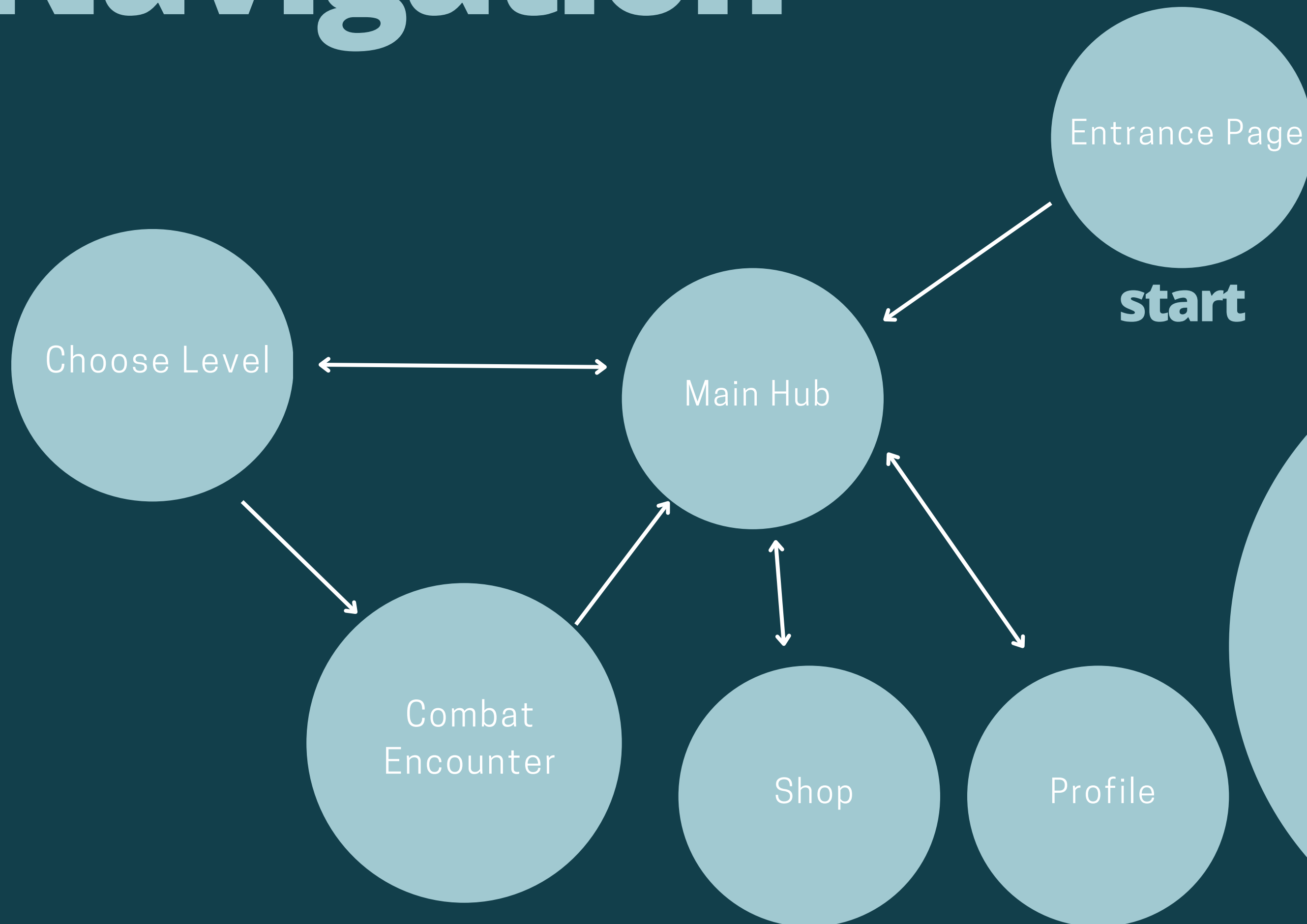
Shop

Profile

# Entrance Page

The starting point of the game

Type "Play" to start the game

this also serves as an initialization point

# Main Hub

Where you can access everything
related to the game

Type "Profile" to go to your profile
Type "Shop" to go to the shop
Type "Embark" to go to the level picker

# Profile

Contains your Maximum Health,
Your Name,
Number of pages in your spelltome,
Spells in your Spelltome,
Spells you own,
and Gold you own

In combat you can only use the spells in your tome

Type "Inscribe (Spellname)" to put a spell in tome
Type "Erase (Spellname)" to remove from tome
Type "Rename (Name)" to change your displayed name
Type "Return" to go back to main hub

# Shop

Where you buy new spells, expand the spelltome, or Increase your HP.

Type "Buy Spell Page" to increase the maximum number of spells the spelltome can hold(up until 5 for now)

Type "Buy Life Fruit"
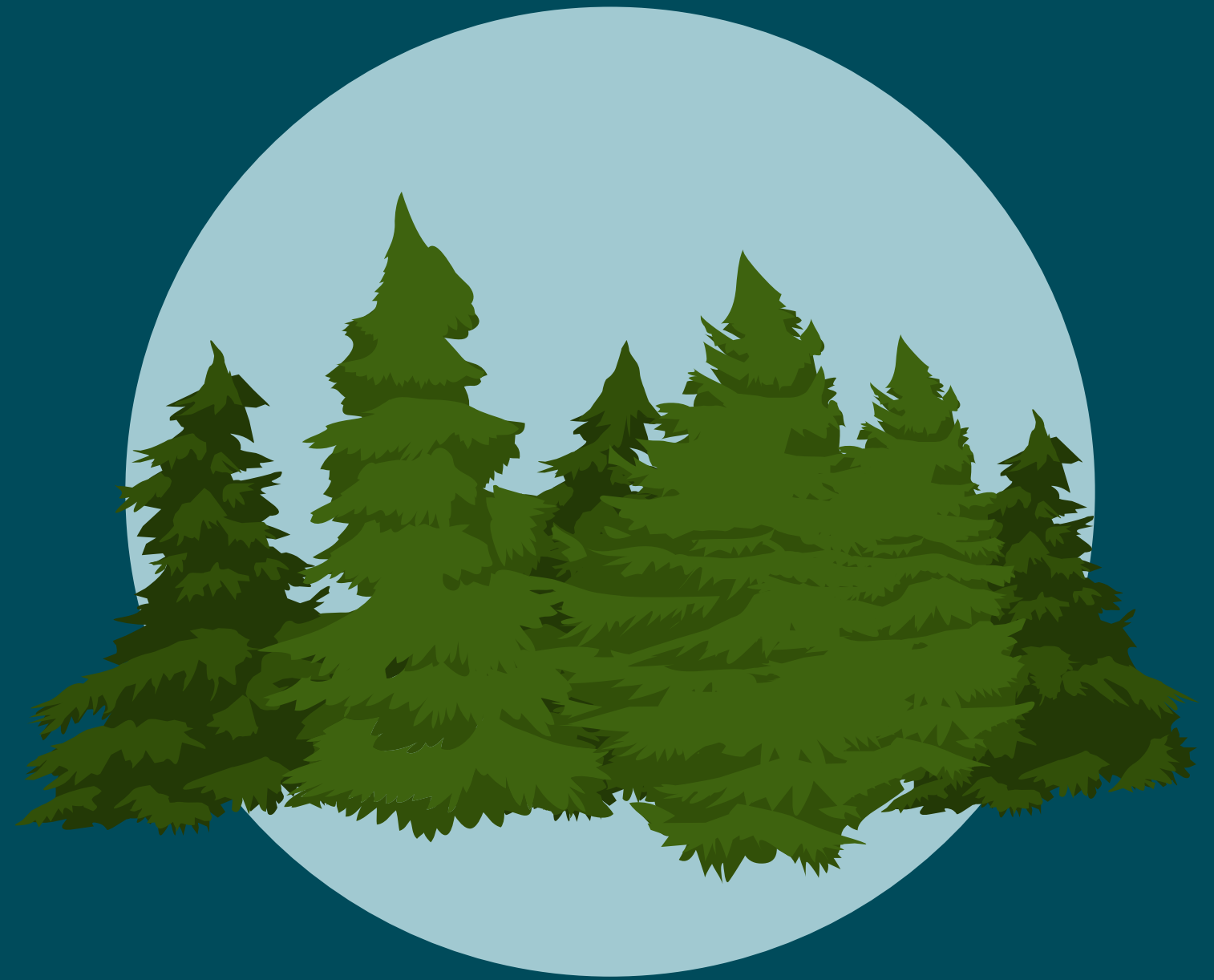
Type "Buy (Spell name)" to purchase a spell,

Type "Return" to go back to main hub

# Level Picker

Where you choose the type of monsters and difficulty you will fight some levels will be locked until you finish certain conditions

Type "Go to (Level)" to choose level
Type "Return" to go back to main hub

HP: 100

Timer ⏰ 12

HP: 5

-30

Arcane Bolt: Navitas Vis

Fireball!

Resistances:

Fireball: Flamma Incaendo

Fire: -100%

Flamma Incaendo

Earth: 30%

# Combat Encounter

Cast spells by entering its corresponding sentence

The sentence will randomize for the corresponding spell after being cast

Spells in Spelltome are shown and the respective sentence to type

Spells may have varying effects
like healing or even damaging you
but most spells will deal damage to the enemy

Attack spells will have an element

Enemies will have varying resistances to each element

If the enemy has positive resistance it will take less damage and if negative will take more damage

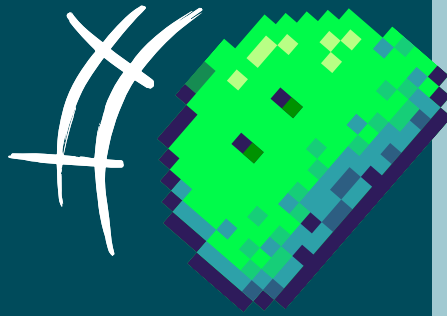Total_Damage = Damage - (Damage*Resistance)

HP: 95

Arcane Bolt: Navitas Vis

Fireball: Combustio Ignis

Timer ⏰ 0

-5

HP: 5

Resistances:

Fire: -100%

Earth: 30%

# Combat Encounter

When the timer reaches 0 the enemy will act, damaging you and/or applying effects

The timer will then reset

The encounter concludes once yours or the enemy HP reaches 0(or lower) and the timer stops

At any time you may retreat
Type "Retreat" to go back to main hub
This also applies to when you are defeated

If you win, you gain gold

Retreat is disabled when you win

Type "Return" to go back to main hub
Return is disabled while in combat