Game Name: Stoicheia

Game Type: 2D Platform AVG

Developer: Harry Lulu, Kyle Shi, Zachary Fan

Character Settings:

1. Name: Stoi
2. Head: diagonally spinning cube
3. Body: cloak + wand (same height with Stoi)
4. Only Head has collider

Element Settings:

1. Elements:
   1. Fire: [tetrahedron] [get from fire]
   2. Earth: [cube] [get from ground] [base]
   3. Air: [octahedron] [get from air]
   4. Water: [icosahedron] [get from water]
   5. Ether: [get from nothing]
2. Create elements: [each element needs to be unlocked]
   1. Single:
      1. On the ground
         1. Fire: illumination
         2. Earth: rock ball + dash
         3. Water: help plants grow
      2. Not on the ground [unlock by reach the specific place]
         1. Air: slow descent + breath under water
         2. Earth: double jump
   2. Double: [unlock by upgrade the wand]
      1. Fire + Air: hot air
      2. Fire + Earth: fire rock ball
      3. Fire + Water: neutralize
      4. Earth + Water: water rock ball
      5. Earth + Air: neutralize
      6. Water + Air: bubble (fly upward)
      7. Anything + Ether: stronger element
         1. Fire: illuminate larger area
         2. Earth: array + flash
         3. Water: bigger plants
         4. Air: hover (but cannot move) + breath under water with no time limit
3. Delete surface: [unlock by upgrade the wand]
   1. Water to Air: [20 -> 8] eliminate water (use Water element to reload)
   2. Air to Fire: [8 -> 4] generate Fire in the air
   3. Fire to Nothing: [4 -> 0] produce nothing [get Ether from nothing]

Wand Settings:

1. Appearance: a disk with five area (T: Air / D: Ground / L: Fire / R: Water)
2. Upgrade:
   1. Single element per time
   2. Create element
   3. Double element per time
   4. Delete surface

Elf:

1. Fire:
2. Earth:
3. Ground:
4. Water:
5. Ether:

Scene interaction:

1. Light will refraction if air density is not homogeneous
2. Fire element will be weak underground
3. Fire will dry clothes
4. Walk slower with wet clothes
5. Some trees with rattans can be climbed