MageHand

Concept Document

# Genre

Metroidvania side-scroller

# Platform

PC (likely suited to a touch interface)

# Concept

Magicka meets Castlevania: SoTN

The player is a mage. They can draw elements from the environment and mix them together to form spells.

# Setting

Baroque France

# Gameplay

## Second to second

The player is casting elemental spells to traverse the environment, solve puzzles and defeat enemies.

## Minute to minute

The player is crafting elemental spells and harvesting elemental sources for future spells.

## Hour to hour

The player is exploring the world, using crafted spells to unlock new paths as they progress.