# Brainstorming

Pre-recorded music or dynamic generated music:

* Pre-recorded Music
  + Pros:
    - Sounds better
  + Cons:

## Overview

Note based/Rhythm based inputs for casting spells

You have a library of spells you can prepare before the battle

Each spell requires a rhythm to be played to be casted

Different spells have different rhythms and different lengths (1 whole note/1 triplets)

4 bars of casting and 4 bars of readjusting spell library (that you can prepare the battle library before the battle)

Players cast spells at the same time

# 

# Spells

Rhythms that do stuff

* Concerns:
  + How do we differentiate between various offensive and defensive spells?
  + Are ALL spells offensive / defensive, they just all have different utilities?
  + How do we measure “health?”
    - Do characters even *have* “health?”

Harder rhythms = stronger effects?

* Idea: Spells can have tiers. The longer you play a spell (1 bar vs 3 bars), the more difficult the rhythm gets, and the stronger the effect gets.
  + Ex. Basic > Intermediate > Advanced > Ultimate

## Types of Spells

### Offensive

### Defensive

### Utility

* Prevent opponent from using certain prepared spells (Perhaps the spell played during the casting of the utility spell? A-la a delayed counterspell?)
  + Low tier: Prevent an opponent from using the synced spell next round
  + Higher tier: Also prevent an opponent from swapping the synced spell spell next round, thus locking a preparation slot
* Reduce the number of spells your opponent can change during Resolution Bars
* Increase the number of spells you can change during Resolution Bars