

## Wizard Game Feature List

### Selection Screen:

- + Players get to select a Wizard from a small selection. Each wizard has a different visual appearance and starting spell list.
- + Selection screen displays each Wizard's starting health and the spells available in the Wizard's Spell book.
- + Selection screen allows the ability to hover over a spell title to get a pop-up box displaying Spell Information.
- + Selection screen allows players to unselect and reselect Wizards before moving to the next stage.
- + Selection screen checks the number of Wizards selected and only confirms a move to the Gameplay state when there are at least 2.

### Game Management:

- + Game Manager checks for input controllers and assigns each to a different Player.
- + In case of controller disconnect, Game Manager assigns IDs to each controller and matches these to each Player.
- + Navigates between Title Screen State, Selection Screen State and Gameplay State.
- + Processes inputs from input Controllers and processes in-game inputs.
- + Processes Turn-based gameplay.

### Spell Book:

- + Spell Book serves as a tool to contain spells.
- + Spell Book's contents can be affected by ingredients, adding or removing spells.
- + Spells affect Wizard's health, ingredient list and spell book.
- + Spells target either the Caster or opponent Wizards.
- + Displays information on Spells in the spell book and their effects to the user

### Wizard:

- + Able to gather ingredients and add them to its inventory.
- + Has an inventory for holding and modifying ingredient items.
- + Has the spell book for creating spells.
- + Can cast spells

- + Has health, which can be modified by spellcasting.
- + Able to spend Ingredient Resource to make a Spell of their choosing.
  - + Displays information on spells that the Wizard does not have, as well as ingredient cost and whether the wizard can currently create the ingredient.

Ingredients:

- + Have different statistics relating to the recipe of some spells.
- + Gathered by the 'Gather Ingredients' function.