Wizard Health:

Each wizard has a health value that determines their current state in the game. It can be used to track their survival status.

Ingredient Inventory:

Each wizard has an inventory of ingredients that they gather over the course of the game. This inventory can be used to create spells.

Spell Book:

Each wizard has a spell book that contains their available spells. This can be a dynamic list, with spells that can be added or removed as the game progresses.

Spells and Spell Effects:

Spells have various effects, such as dealing damage, stealing ingredients, or disabling opponent spells. Each spell can have attributes like name, type of effect, damage, and duration of effects.

Action Choice:

A player's turn involves choosing one action from a set of available actions: gather ingredients, create a spell, cast a spell at another wizard, or cast a spell at oneself.

Game Turn Order:

Players take turns in a specific order. Tracking the turn order is essential for managing the game's progression.

Elimination State:

Wizards can be in one of two states: active or eliminated. Tracking a wizard's state helps determine the winner and manage the game's conclusion.

Resource Management:

Players need to manage their ingredient inventory wisely to create spells and sustain their actions.

Spell Effects Duration:

Some spells might disable an opponent's spells for a certain number of turns. Keeping track of the duration of such effects is important.

Victory Condition:

The game concludes when only one wizard remains with positive health. This condition determines the winner.

Player Interaction:

Players can interact with each other through spellcasting, affecting each other's health, spell books, and resources.

Spell Creation Mechanism:

The mechanism for creating spells using ingredients and updating spell books based on player choices.

Player Strategy:

Players need to strategize their actions to survive and outwit opponents, involving decision-making based on their health, resources, and the current game state.

Dynamic Game State:

The game state changes dynamically as wizards take actions, cast spells, and interact with each other.

Progression System:

Potential inclusion of a progression system where players can earn rewards, unlock new spells, or gain advantages based on their performance.