**Spell System Ideas**

**Base Spell Effects**

Fire, Ice, Electric

Teleport (swap position)

Vines (slow)

Slow Time (area)

Haste

Explode

Vanish

Shield / Wall

Reflect (causes target object to reflect spells)

Mark (object or character can be seen at all times, if off-screen there is a proxy object that can be targeted)

Reveal

Heal

**Modifiers**

Delay

Seek

Speed up

Reduce mana

**Spell Cast Process**

Right-click initiates spell and selects secondary target (if 2-target spell). Right-click release selects primary target and begins spell cast.

On spell initiation the caster raises wand and the spell projectile is created. On release, the projectile moves towards its target. Once the projectile has reached its target it creates its effect. If it is blocked, the effect fails.

Spells can be made up of multiple effects. Each round of right clicking casts each effect in order.

Each spell effect can also have a modifier.

Each spell effect costs mana. After casting a spell effect, caster must wait some time before next effect can be cast. This time is effect’s duration + any reset time on the effect.