**Ability Design Pillars – Lonely Sorceress**

*Rough Draft:*

01 – Related to a category of magic (different category than other abilities)

02 – Transports the essence of the type of magic in its mechanic

03 – Useful in combat

04 – Useful out of combat to solve environmental puzzles

05 – Easy to understand, no explicit tutorials needed (learn by doing)

06 – Works with mouse movement and one confirm button (aiming and shooting)

07 – Quick use, needs to work with fast-paced action combat

08 – Can be casted while moving

*Final:*

1 – Transports the essence of a unique type of magic

2 – Useful in and out of combat (environmental puzzles)

3 – Easy to understand

4 – Does not interrupt the fast-paced action combat

5 – Requires aiming and confirmation