**New Ability Ideas – Lonely Sorceress**

**Requirements**

Works in combat to fight enemies

Works out of combat to solve environmental puzzles

Suits the fast-paced action combat

Feels powerful

Does not use the typical 4 elements

Adds something to a package of 3 – 4 other spells

Allows for a secondary casting mode

Is ranged

Has a limited amount of charges

Is based on a different type of magic than other spells in the package

Requires aiming and firing

Is understood after a few uses

**Categories for a spell prototype**

Name

Type of magic

Purpose

Functionality description

Idea for secondary casting mode

Amount of maximum charges (low, medium, high)

Description of a puzzle solving use case

Rating on how well it fits the mentioned requirements (1-5)

**What needs to be in an ability package?**

4 different abilities

4 is high enough to provide variety in gameplay

4 is low enough to allow for polishing

4 is low enough to not overwhelm players (especially with secondary casting modes added)

If you start out with 1 ability, there are 3 more to find

3 is a number with a lot of meaning in magic

Studies show that we tend to look out for 3 elements of something, 2 or 4 feel unsatisfying somehow

1 starting ability

Should be extremely easy to understand

Should be a standard forward-shooting projectile (in its core)

Isn’t necessarily used to solve puzzles

Has a high amount of max charges

Is mostly used to deal consistent damage and recharge other spells

Should look really nice because you’ll spend the major part of the game with this ability

3 additional abilities that are unlocked throughout the first third of the game

No two abilities should have the exact same function

All of them should be used to solve puzzles

Interesting, organic combinations are a plus

Each of them should be of another type of magic than the rest

Easier for game readability

Clearer mental separation of the abilities

One utility escape spell for the protagonist itself would be useful

One utility spell to crowd-control enemies would be useful

One high damage spell would be useful

Potential package structure

Basic projectile spell

Escape spell

Crowd-control spell

High damage spell

**Rough ideas**

Mass shift (escape)

Dash forward in a line becoming invincible during the dash. Enemies you dashed through take low damage. Colliding with a solid surface ends the dash.

Switch! (escape)

Fire projectile forward. Switch positions with the first movable object hit.

A step back (escape)

Unleash the power of winds, slightly knocking back enemies in a cone in front of you before dashing backwards.