Wizards Theme:

* Player characters are wizards
* Turn based
* Connect the elements in the puzzle to cast a spell (earth, fire, wind, water, etc), can connect horizontally and vertically but not diagonally
* Casting spells damages the opponent
* Each opponent has a health bar
* The longer the combo, the more damage you do
* Each time a player completes a combo there could be an animation at the top of the screen of the character casting a spell on the other player to show that a combo has been successful
* (some spells could be super effective or characters may be more resistant to certain spells?)
* Game ends when one player runs out of health or when no more combinations can be made
* (could gain HP back for long combos? Or have a specific element which will heal instead of damage but are very rare)