

# **The Conjuror's Cadet by Group 14**

## **Game background description**

Once upon a time, in a world full of magic and wonder, there lived a young apprentice who was fascinated by the art of wizardry and longed to become a skilled wizard one day. Finally, their dream came true when they were accepted as an apprentice by the most powerful wizard in the kingdom, Merlin.

Merlin was known for their exceptional skills and their ability to wield powerful spells. The apprentice was thrilled to learn from them and promised to work hard to become an accomplished wizard just like their master.

Merlin's castle was a place full of secrets and hidden magic. The apprentice had to explore every corner and study the ancient books to learn the basics of magic. They were taught how to cast spells, mix potions, and create magical artifacts. They practiced day and night, determined to prove themselves to their master.

As they progressed, Merlin gave them more challenging tasks to complete. They had to solve puzzles, defeat magical creatures, and explore dangerous dungeons. Each challenge brought them one step closer to their goal of becoming an accomplished wizard.

Finally, the day arrived when the apprentice had to face their biggest challenge yet. They were tasked with retrieving a powerful magic crystal from a dark wizard's lair. The crystal was protected by powerful spells, and the apprentice had to use all the skills they had learned to overcome the obstacles and reach the crystal.

With the crystal in their possession, the apprentice returned to the castle and presented it to Merlin. The wizard was impressed by their bravery and their mastery of magic. They declared the apprentice an accomplished wizard and welcomed them as their equal.

From that day forward, the apprentice continued to explore the magical world and learn new spells. They became known as one of the greatest wizards in the kingdom and were admired by all who knew them. And so, their journey from an apprentice to an accomplished wizard was complete, and they lived happily ever after.

## **Basic gameplay**

The game will consist of a series of introductory classes to different magical skills followed by a final examination putting together everything the player has learned so far. These classes will include: - Basic spells course - Potion making course - Conjunction course - Time manipulation course

## **Game mechanism**

The player will dispose of multiple ways to interact with the environment: - Moving around - Grab/Throw objects - Use conjurated objects - Use wand - Drink potions

In addition to these abilities, the player will be able to use the following spells: - Fireball - Attracting objects/Telekinesis - Manipulating time - Teleportation

## **Locomotion style**

In addition to basic linear movement controlled by a joystick, the player will be able to aim and teleport to a further location.

## **Designs to avoid cybersickness (Optional)**

### **Other features (User interface, Sound & Effects)**

#### **User Interface**

- Tutorial cues overlay
- Health bar
- Mana bar
- Score
- Level name

#### **Other features**

- Inventory : The player will have a magical chest that can be summoned.