How should combat look like:

Overall, player can’t spam spells to kill. Magic casting needs to feel meaningful and valuable, and a necessary mean for character who is lack of physical offense.

1. When conjugating elemental spells, enemy attack will clear all orbs. This is to interrupt caster’s spell cast so player can’t spam spells to kill.
2. Damage magic will have long casting time and need to have precise location and support magic don’t. Player first cast support magic to reduce mobility of enemy then use damage magic to kill.
3. Magic can be block by enemy, and the only way for magic effective is to destroy enemy shield first, and mana sword is effective vs energy shield. Gameplay wise, you use sword to deplete enemy shield, and then use magic to kill.
4. Keep all the complex mechanics, but make fewer but stronger enemies, so each battle is like wizard fight, focus on environmental design.
5. Wizard’s primary weapons is still melee, with magic as support means to breach through enemy’s defend. Eg, slow enemy down or interrupt movement? (I favor this one)

Currently:

Adopt 5, and support magic is light weighted, they help you gain upper hand in melee combat. The powerful destructive magic spells can happen as well, but require long casting (with the correct elemental orbs and correct magic sign). That is, the more powerful the magic is, the longer the preparation should be.