**Game name TBD**

Player experience

Wizard combat, exploration, metroidvania, RPG view, slow pace but satisfying magic combat

Game Theme

Fantasy JRPG adventure

You are a normal kid born in a small village. You make friends, help out your mother and live a normal happy life. One day in the basement, you found a book about magic left by your father who left you and your mother years ago. You were curious and started to read the book. You quickly picked up the basic of magic casting and developed a huge interest in the subject. But at the same time, you started to wonder why your father knew about magic and why he had this book in the first place. Moreover, you started to question the motivation of him leaving you and your mother. The thirst for knowledge and the doubt to your father had eventually driven you toward your new adventure. But only then you started to realize the world is not as simple as you thought it was, and it was then your adventure truly began…

Combat system setting

All characters in the game have 3 bars: Health, Arcane, Sanity

Character dies when Health drops to 0;

Use Arcane to manipulate elemental spells;

Use Sanity to perform abilities, the lower the sanity, the more vulnerable to psychological damage; Characters lose control if Sanity drops to 0 (will be executed when followed by attack);

Beasts have negative Sanity and can’t be controlled.

**Magic description:**

Magic should be a deadly combat technique. It should not be spammed and should deal tremendous amount of damage if it’s not defended properly.

Ways of dealing with magic:

1. Elemental Magic shield (This negates corresponding elemental magic, consumes Arcane)
2. Magic shield (Block all kinds of incoming magic, this will consume Sanity)
3. Magic counter (With the right timing, pressing shield button will deflect incoming magic and not consume Sanity)

**Magic types:**

1. Elemental magic: fire, water, earth, air, thunder – magic used by manipulating elemental orbs
2. Temporal & Spatial magic: space, time manipulation
3. Mechanical magic: macroscopic, microscopic, galactic – magic performed by manipulating mass (telekinesis)
4. Rouge magic: this is magic unique to certain lifeform.

**Magic forms:**

1. Projectiles (fireballs, ice etc…)
2. Fields (expand energy field into energy shield, magnetic fields etc)
3. Target-delayed (locked down target magic, will follow enemies but with delay, 2 points)
4. Form unidentified (these are the magics that don’t follow strictly defined forms)

**Magic spells & abilities**

**Basic (Level – 1) abilities:**

1. Essence extraction (Extract elemental essence from elementals, player basic)
2. Transpose (player basic)
3. Manifestation (player basic)
4. Elemental conjugation (Manifest essence of elementals and conjugate spells)
5. Expand Field (Circle an aura within which you can infuse it with different properties)

**Level - 2 abilities:**

1. Combined elementals & conjugation (combined 2 elemental orbs of the same kind to one and conjugate higher-level elemental spells)
2. Elemental manifestation – Passive (conjugate pure elemental spells and manifestation at the same time will cast manifestation infused with elemental effect of that spell)

For example, 3 fires conjugation is pure fire spells. Casting manifestation and 3 fires elemental conjugation at the same time will perform manifestation with Ignite effect.

**Spells with Level – 1 Elemental conjugation**

1. Fire, Fire, Fire: Ignite (light up target on touch)
2. Fire, Fire, Earth: Fireball (Fire projectile that deals damage)
3. Fire, Fire, Air: Fire blaze (Fan shape fire breath)
4. Ice, Ice, Ice: Freeze (decrease target movement speed on touch)
5. Ice, Ice, Earth: Ice bolt (Ice projectile that deals damage, ice bolt has less arcane cost)
6. Ice, Ice, Air: Ice ring (turns your surrounding into icefield)
7. Air, Air, Air: Air compel (push back target on touch)
8. Thunder, Thunder, Thunder: Paralysis (mini-stun target on touch)

**Spells with Expand Field**

Field is a spherical 3D aura spells in which you are the center, in order to perform field related spell, you need to perform sequence of gestures

**8 1 2**

**7 You 3**

**6 5 4**

Player

**Magician Basic spells:**

1. essence extraction: obtain elemental orbs from elementals
2. transpose: changing property of elemental orbs
3. manifestation: spend mana to form different tools.
4. Siphon life: When enemy’s Sanity drops to 0, can use this to regain Health

Enemies

**Types:**

1. Beast: advanced in physical form, unable to cast magic.
2. Magician: magic user, lack in physical ability but have high variety in offensive and defensive toolkits.
3. Elemental: native being of the world, absorbs elemental essence from nature.
4. Dragon: Ancient being of the world, have powerful magic, and huge physical body.