Elementalist

# Game Systems

* Drawing energy/magic power from nearby elements
* Storing magic energy from
* Casting spells using stored magic energy or by drawing energy directly
* Skill/levelling system to increase elemental capacity and casting power
* Elemental opposition
* Buffs/Debuffs applied to character based on currently stored elemental energy types
* Imbuing items (armor, weapons, etc.) with stored energy to add effects

# Target Age

Teen/Adult

# Intended ESRB Rating

Everyone [E]

# Story Summary

Focusing on Gameplay

# Gameplay Modes

Single-player RPG

# Unique Selling Points

* Innovative magic system

# Competitive Products

Competition

# Development Roadmap / Launch Criteria:

**Platform:** Steam

|  |  |
| --- | --- |
| **Milestone 1:** Mechanics complete - 0/0/00  **Milestone 2:** Boss fights complete - 0/0/00  **Milestone 3:** Levels complete - 0/0/00 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  **Launch Day:** 5/1/25 |