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]

# 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 |

# Game Outline

## Game Story Summary

You start out as a human child (early teens) in a small village. You live with your parents and spend your time doing chores and playing with friends your own age. At some point, you discover that you may have extraordinary powers [This can possibly be branching, where you learn about one of the elements and that becomes your initial “type/class”]. Someone teaches you about your powers (drawing and casting) but their knowledge is relatively limited.

Depending on which elemental type was learned, you can use it to help fellow villagers (quests). [Consider making quests able to be completed in multiple ways so that they are relevant regardless of which element type was learned]

As your powers grow, you will have to leave the village for some reason and will begin to learn to harness the other basic elements.

Eventually you will learn about the Life and Death elements and how to use them. You will need to choose which side to align yourself with [or perhaps remain neutral]. Life in not necessarily “good”, just as Death is not “bad”, but they both have their own agenda. While they are not exactly enemies, they do have specific goals that may, at times, be opposed to one another.

## Game Flow

# Character

Character

# Gameplay

Gameplay

# Game World

Game World

# Game Experience

Game Experience

# Gameplay Mechanics

Mechanics

# Enemies

Enemies

# Cutscenes

Cutscenes

# Bonus Materials

Bonus Materials