Game Title
Battle of Manawits [Changeable]

Basic Premise
Two layered thinking game: one of puzzle, and another of strategy.

Platform
PC

Intended Audience
Puzzle, Competitive players.
Semi-casual and Hardcore Gamer, 14+

Genre
Multiplayer, Puzzle, Battle, Strategy.

Unique Selling Points
The game will mash three genres together: Puzzle, Battle and Strategy.

The puzzle element is that each player will have to be able to arrange three orbs of the same color in the grid. As each orb has different elements, and elements do have their own special power, as well as weakness and effectiveness; each player would need to manage and keep in mind which elements does the opposing player have, which would be the strategy element of the game. All of these are jumbled into a battle system, where they can attack and defend, adding to the competitive aspect of the game.

Our goal is to have a game in which the players will have a competitive experience, in which they not only have to race to solve puzzles, but also think strategically about which elements do they want to use. The grid, the puzzle that the enemy solve, as well as reaction time will all be a factor that needs to be taken into account in order to win.

Game Storyline Overview
Shanchai is Pigpimple's University dearest, with a grade of A+ across all subject elements of Fire, Water, Earth, Wind, Darkness and Light. Although lacking experience, for the sake of making her Grandmother proud, she aims to be the University's youngest student council president in history, graduating Summa Cum Laude as well as creating the most powerful spell that the university will ever witness!

Standing in her way however, is Ivankov, the University's most infamous student. He has slain dragons, orc, trolls, and any other monster you can name. However, he never has attended a single class in the university despite his array of achievements. For centuries, his line of family has always been the University's student council president, and he too, aims for the student council seat!

Principal Smartledoor, not knowing which student is the most deserving of the student council seat, has chosen to arrange a family-friendly, non-harmful, totally academic battle instead! Whoever wins The Battle of Manawits is surely well deserving of the student council seat!

Game Play Description
Two player game in which they are racing to solve a Candy Crush-like puzzle. There will be a 9x9 grid, in which there will be randomly generated orbs of six different colors inside. The players will need to arrange at least three orbs of the same colors either vertically or horizontally. They will be able to do this by switching one orb to any of the orb in its' orthogonal directions.

Everytime a player arranged these orbs successfully, the element that corresponds to the orb's color will be stored in the player's inventory, and the solved orbs itself will disappear. New randomly-generated orbs will then fall down from the top of the grid, keeping the entire grid full. If another arrangement of three or more orbs in the same color in orthogonal direction is formed, then the player has performed a 'combo'.

Each player then will be able to use the stored element to attack, defend, or use them for special effects. Each element have their own unique power, and also an element which they are effective against, and weak against.

The objective of the game is to knock out the opposing player before they knock you out.