Elemaniac

Team Pending

## Stats

* Hearts – Player has a maximum of 4 hearts (16 hitpoints). Each heart contains 4 segment. 1 hitpoint = ¼ heart.
* Power – Resource for secondary. Starts at 16.
* Tokens – Acquired via completion of challenges. This is used for unlocking sections of the levels, etc.
* “Coins” – Some sort of currency to buy stuff/upgrades.

## Controls

* Left/Right – move.
* Up/Down/Left/Right – aiming.
* Z – Jump/Double Jump/(TBD: Wall-Jump)
* X – Primary
* C – Secondary
* A – Switch Elemental Primary (Hold to show selection, use direction keys to select, then release)
* S – Switch Elemental Secondary (Hold to show selection, use direction keys to select, then release)
* Shift – Inventory/Pause

## Elemental Powers

### Fire - Primary

#### Fireball

* Hold the primary button to shoot a volley of fire with slight varying angles. Can shoot up/down. Has a limited distance.
* Upgrade 1: Larger fire.
* Upgrade 2: Charged shot. After one second of not shooting, a larger fireball is created. This variation travels faster with a longer distance. Penetrates through enemies.

### Fire - Secondary

#### Charge

* Charge left/right at a short distance. Hits enemies along its path. Player is immune while charging. Requires a small cooldown.

### Water – Primary

#### Bubbles

* Hold the primary button to fire a bunch bouncy bubbles.
* Upgrade 1: Medium bubbles
* Upgrade 2: Larger bubbles that burst into mini bubbles.

### Water – Secondary

#### Freeze

* Toss a sparkly ice ball forward, reflects direction upon surface impact. Hitting an enemy slows it down, second consecutive hit freezes the enemy. The sparkly ball dissipates after 5 seconds.
* The sparkly ice ball turns into a cube if it hits any source of water. You can use this as a small platform or throw it around.

### Earth – Primary

#### Punch/Throw

* Flurry of punches as you slightly move forward, then grabs enemy (small enemies only). While in mid-air, grab nearest enemy. While an enemy/object is grabbed, press primary again to throw.
* Upgrade: Ground slam - If you are in mid-air, hold down and press primary to drop down with a punch. The impact on the ground will shake the screen slightly and launch small enemies near you.

### Earth – Secondary

#### Boulder

* Stomp the ground to summon a boulder in front of you, knocking away things nearby. You can roll the boulder around, or throw it. Use for certain level puzzles.

### Air – Primary

#### Air Blast

* Fire a ball of air. Can shoot up/down. Slow rate of fire, mid-range. Explodes upon impact, knocking everything within the radius.
* Upgrade: Larger, more powerful impact.

### Air – Secondary

#### Tornado

* Create a tornado around you. Propels anything inside upwards.

## Player Upgrades

* Armor – reduce projectile damage taken by half.
* Double Jump – allow double jump.
* Power Upgrade – doubles the capacity.

## Player Items

* Second Chance – Recover to full hearts when it reaches 0. Can only be used once, can only carry one.
* Power battery – Recover 16 power. Can only carry up to two. These can be recharged when picking up power orbs if player’s power is full.

## “Merchants”

Merchants can appear in various parts of the level, also in the hub level.

* Primary upgrades.
* Player upgrades.
* Player Items.
* Refill all hearts.
* Refill power and power containers.

## Game Flow