Grimoire

Creation points left

Clear

Spell name (input txt)

Numeric parameters go here

In turns. Depends on the spell element (increasable to get more CP maybe ?)

Start Range

Input nb

0 = player,
Else = number of squares from player at which the spell can be started from (excluding diagonals)

Automatically scales on the other parameters but can be decreased with creation points

Mana price

Input nb

Reload time

Preview and grid parameters go there

Drag-and-drop point to move it, click to select it. Trajectory between points should be calculated automatically.

Left-clic to create new movement point for the current square.

Player

0 1

0 0

1

1

2

4 3

Clic on point to set duration (radial menu)

Clic on point to set duration (radial menu)

1

0 1 2 3

2

Every square on a trajectory also costs CPs. Trajectory cost increases linearly.

Movement points 0 and 1 are free.
From 2 upwards, points cost CP with exponential cost

Drop-down list

Square element

New element

Creates square next to player

Each square has a cost depending on spell element

Clic on movement line to delete whole element, clic on point to delete point

Delete