Title: Element Duel

Game Overview

Element Duel is a turn-based strategy game that pits the player against an AI opponent in a battle of elements. The game is played in rounds, where the player and the AI take turns attacking and defending using elemental abilities. The goal is to reduce the opponent's health to zero before your own health runs out.

Target Audience

Element Duel is designed for casual gamers who enjoy strategy and decision-making games. The game features a mix of chance and tactics, making it suitable for players of all ages.

Gameplay

Objectives

The main objective of Element Duel is to defeat the AI opponent by strategically using elemental abilities to attack and defend. The player and AI take turns being the attacker and defender in each round.

Core Mechanics

1. **Health:** The player and AI start with 3 health points each.
2. **Mana:** Both the player and AI start with 4 mana points and gain mana at the start of each round.
3. **Rounds:** The game is played in rounds, with each player getting a chance to attack and defend.
4. **Elements:** There are three elements - Fire, Water, and Grass.
5. **Element Interaction:** Elemental interactions affect the outcome of attacks and defenses.
6. **Attacker and Defender:** The player and AI take turns being the attacker and defender in each round.

Progression

- The player and AI take turns playing rounds until one of them runs out of health.
- The player can choose to play again after the game ends.

Controls

- The player interacts with the game using text input for element selection and value input during attacks and defenses.

Art and Sound

Element Duel is a text-based game and does not feature visual art or sound effects. Players interact with the game solely through the console.

Technical Details

- **Platform:** The game is designed to run on a console or terminal.
- **Programming Language:** The game is implemented in C++.
- **Libraries:** The game utilizes standard C++ libraries for input and output.
- **Randomization:** The game uses the C++ `rand()` function for generating random values.

Game Flow

1. The game begins with a welcome message, and the player is prompted to start a new game.
2. In each round, the player and AI take turns. The player's and AI's health and mana are displayed at the beginning of each round.
3. The player selects an element (Fire, Water, or Grass) for their attack and defense.
4. The AI randomly selects an element and makes a decision on how much mana to spend on attack and defense.
5. Elemental interactions are calculated, and the outcome of the attack and defense is displayed.

6. Health is adjusted based on the outcome, and the attacker/defender role switches between the player and AI.
7. The game continues until one of the players' health reaches zero.
8. When the game ends, the winner (player or AI) is declared, and the player can choose to play again.

Element Interaction

- Fire is strong against Grass but weak against Water.
- Water is strong against Fire but weak against Grass.
- Grass is strong against Water but weak against Fire.

Strategy Tips

- The player should consider the current mana and choose their attacks and defenses wisely.
- Understanding elemental strengths and weaknesses is crucial for maximizing damage and minimizing damage taken.

Game Balance

The game's balance is designed to provide an equal chance for both the player and AI to win. The outcome depends on the player's strategic choices and a bit of luck due to randomness.

Conclusion

Element Duel is a text-based strategy game that challenges players to make tactical decisions while considering elemental interactions. It offers an engaging and fun experience for players of all skill levels, and its replayability is enhanced by the option to start a new game after each match.