Magic Words  
by Marco

High Concept  
Magic Words is a 2D platformer typing game about customizing spells. Play as a wizard, attend magic school and maybe save the world?

Pillars

Gameplay Pillars

School

Customization

Mastery

Aesthetic Pillars

Diversity

Simplicity

Depth

Story

The story still needs work and needs to be thought up. Maybe it involves saving the world? Maybe something smaller scale. Regardless, it should fit within the character / player progression (unlocking more magic words, creating more powerful spell combos)

Characters

The main character is customizable. This is important!

The other characters should be very diverse. Lots of different animals / fantasy races.

Level/Environment Design

A magic school – maybe a castle or fortress?

A little town nearby – quests, shops, etc

A magic forest! Lots of cool mushrooms and stuff, dangerous!

A mountain nearby?

A desert beyond the mountain? Idk

Gameplay

Player types spells with one hand and moves with the other or stops moving to cast spells. Magic words can be connected to create cool combos.

Art

Even though the game is played in 2D, assets should be 3D models, or at least be layed out in 3D fashion to give the illusion of depth. Like something between the character and the camera to create depth, etc.

Sound and Music

User Interface, Game Controls

A button to start talking / typing, same button to submit? Maybe space bar?

Accessibility

Monetization

Development Plan

Work on this project at least 1hr a day

Research art styles, typing games, how to make typing games

Prototype by new years? (about a month)