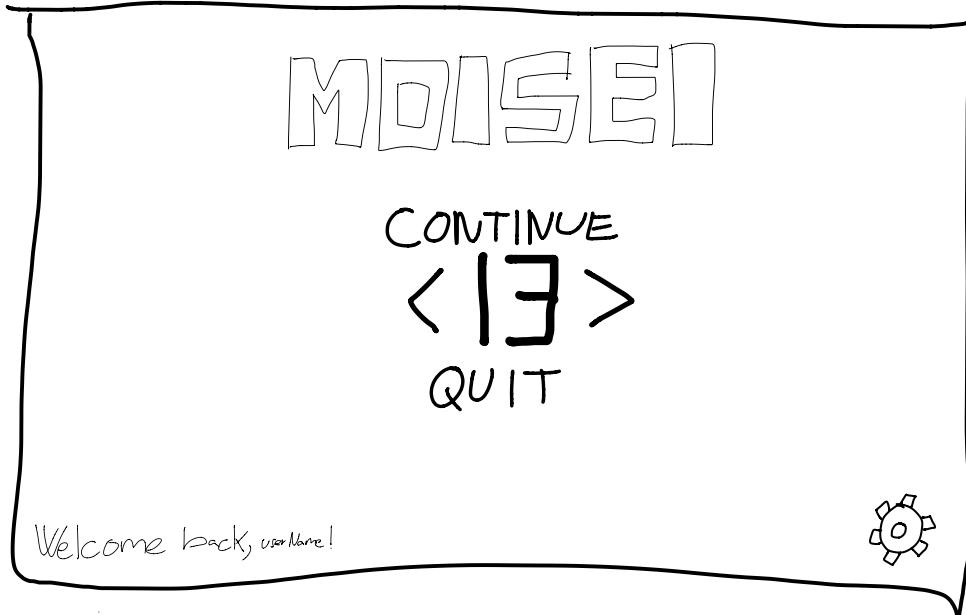
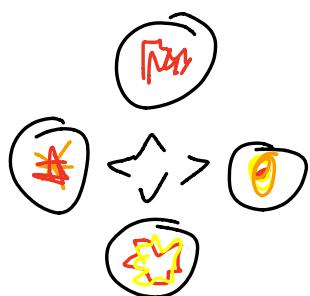
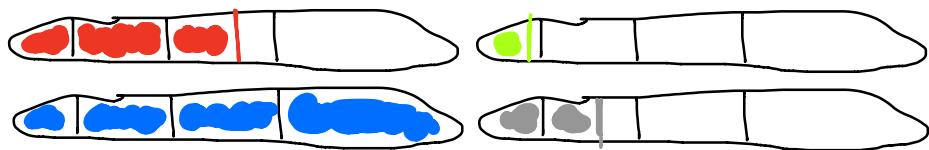
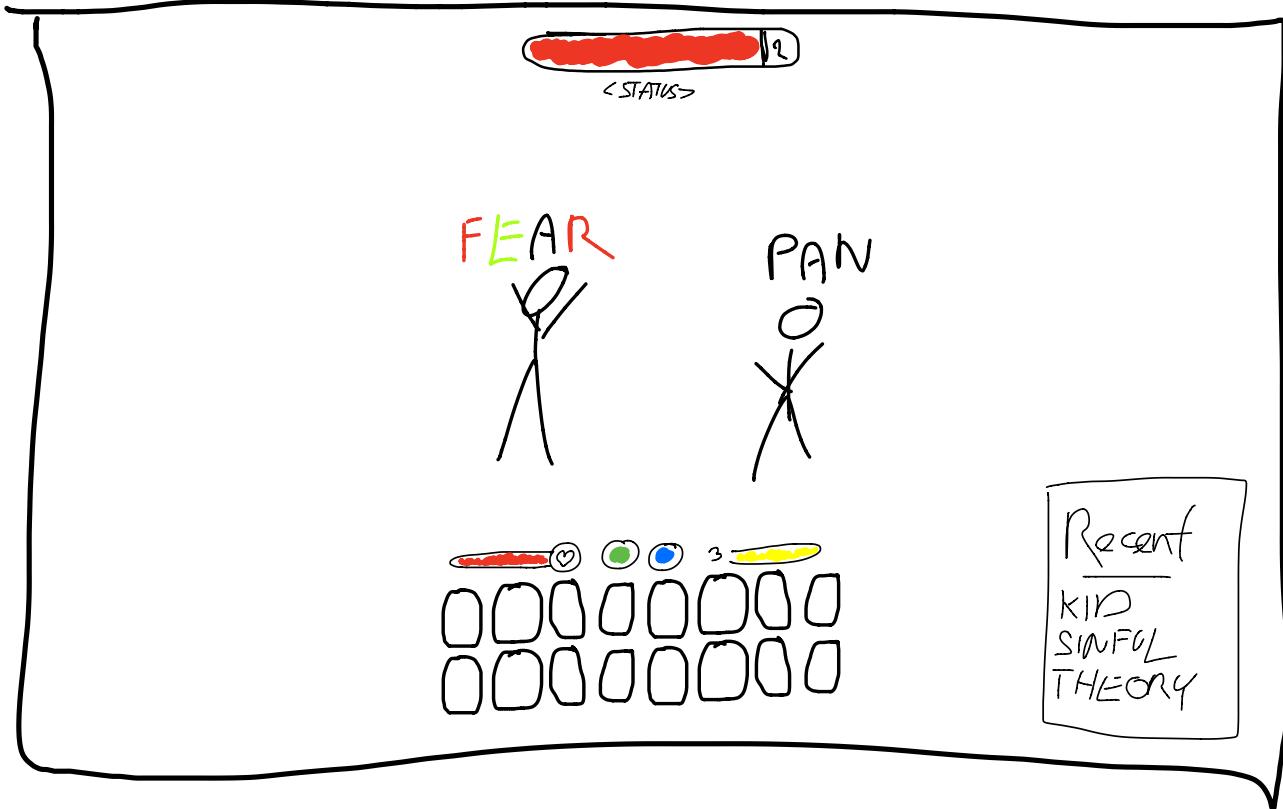


Fig 1 : Main menu concept



Fig 7. Main menu Play option selected (stage selection submenu)





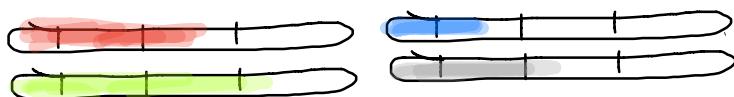
Spells

T0|base T1|enhancement
T2|advanced T3|ultimate

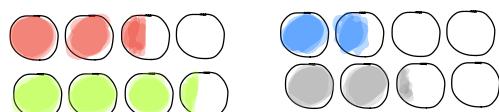
	FIRE	WATER	EARTH	WIND
TIER-0	<p>Flame Torch: Deals [Roast] damage to the enemy per turn for 3 turns.</p>	<p>Healing Stream: Heals the player for 3% of his total health for 3 turns.</p>	<p>Rockskin</p> <p>The enemy's damage will be reduced by 10% for 3t.</p>	<p>For the next n turn(s) all new letters will be of the element of your choice.</p>
TIER-1	<p>The next word's damage is increased by 100%.</p>	<p>The player gains health after the letters of his next word. (3 per end)</p>	<p>Natural Protection</p> <p>The enemy's next attack will be mitigated based on your next word. (5% per letter)</p>	
TIER-2	<p>Fireball: Deals $[10\text{Dmg} \times (\text{level} - \text{Lvl0})]$ damage instantly.</p>	<p>Revitalization</p> <p>Heals the player for $[10\text{Hlth} \times \text{playd}]$ health instantly.</p>	<p>Earth Armor</p> <p>The enemy's next attack will be reduced by 80%.</p>	<p>Replaces 6 of your letters with new ones.</p>
TIER-3		<p>Restores full health.</p>	<p>No damage is taken from the enemy's next attack; instead it will be reflected back.</p>	<p>All of your current letters are converted into the element of your choice.</p>

Elemental 'bars'

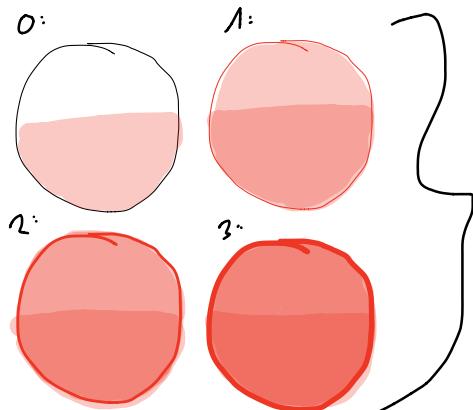
A)



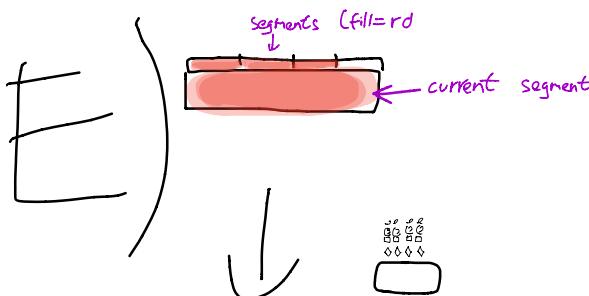
B)



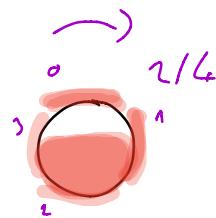
C)



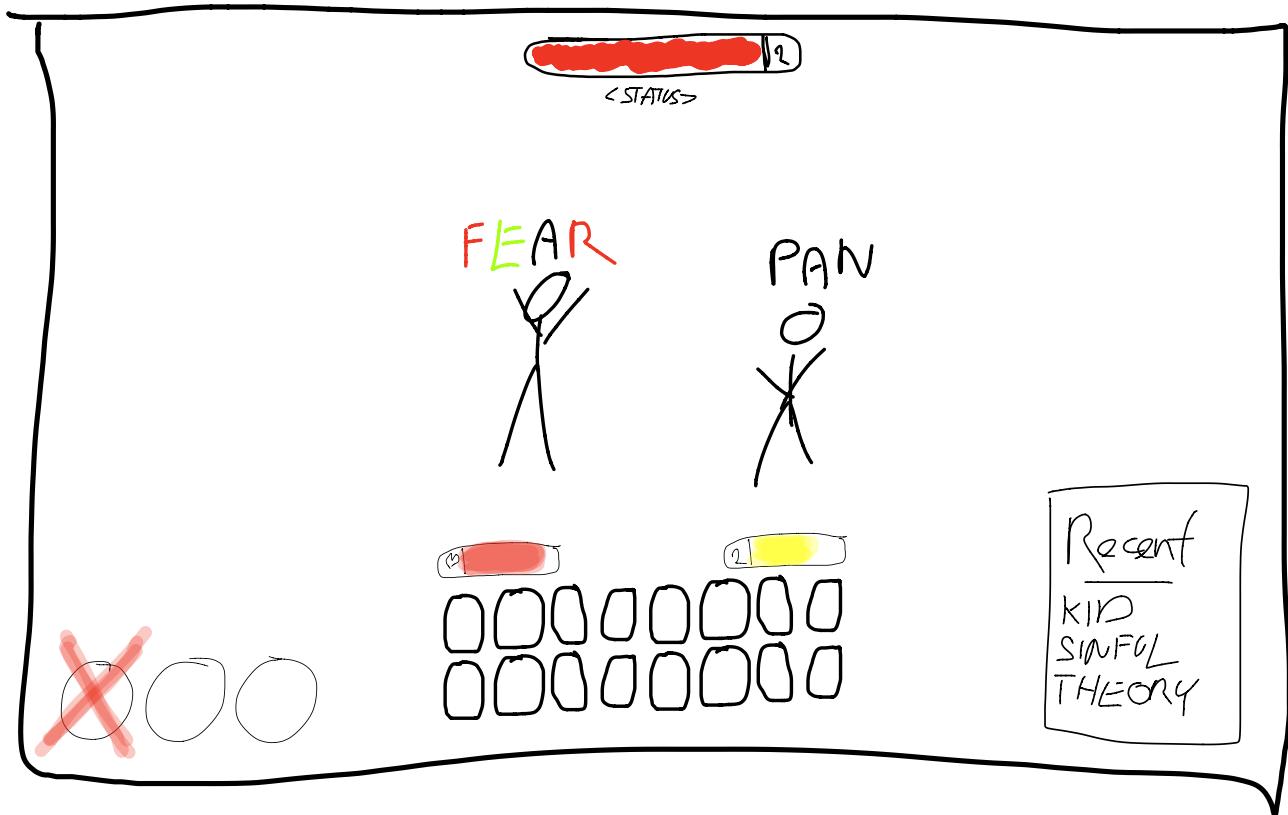
1 meter per element
(4 stages)

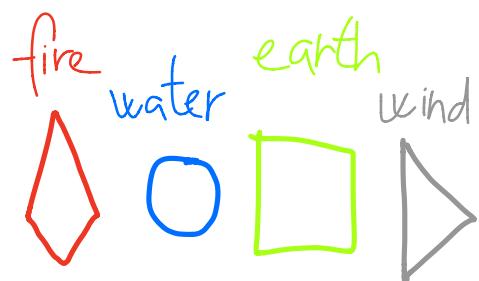
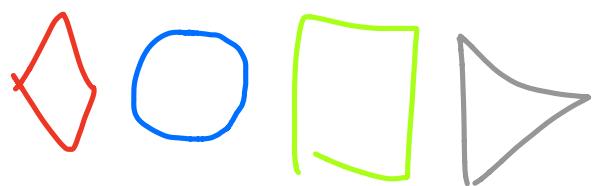
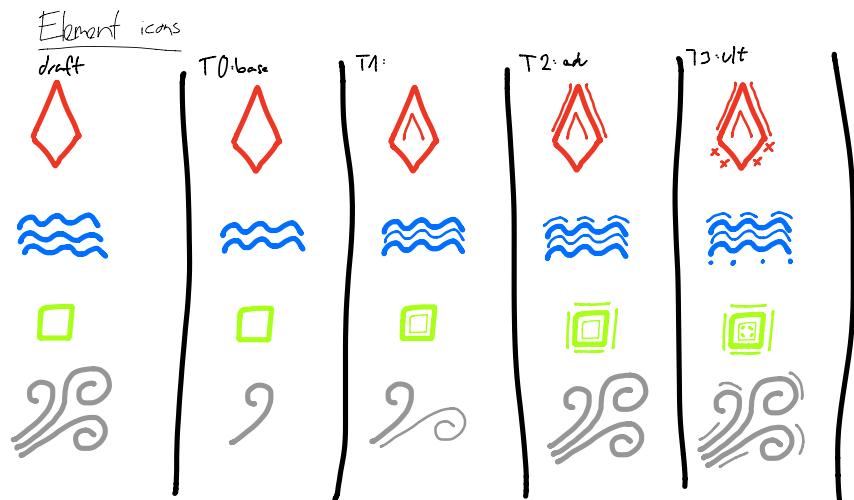


OK



a lot taller here than in my mind though, basically
4 "shield-like" segments hug a globe





A B C D E F G H I J K

L M N O P Q R S T U

V W X Y Z

A B C D E F G H I J K

L M N O P Q R S T U V W X Y Z

Leveling:

$$\frac{\text{level} \times 10}{2} + \left(\frac{\text{level}}{2} \right)^2$$

Post game screen

