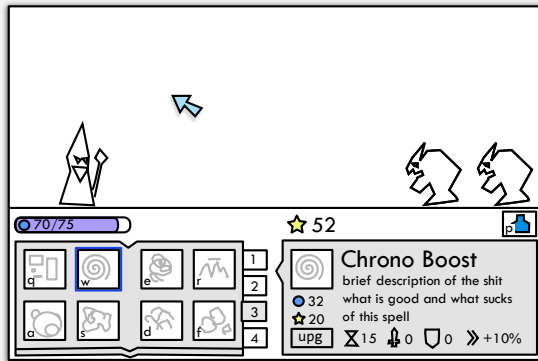
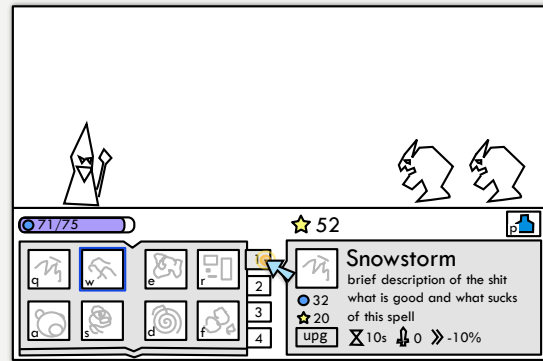


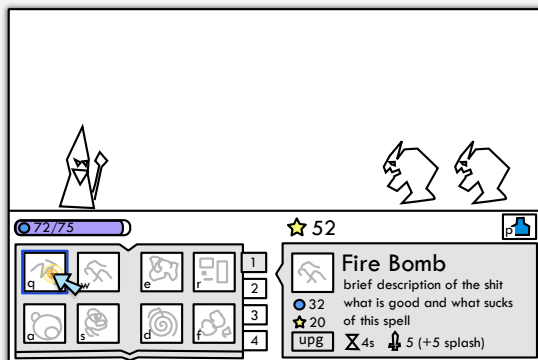
Basic spell usage flow



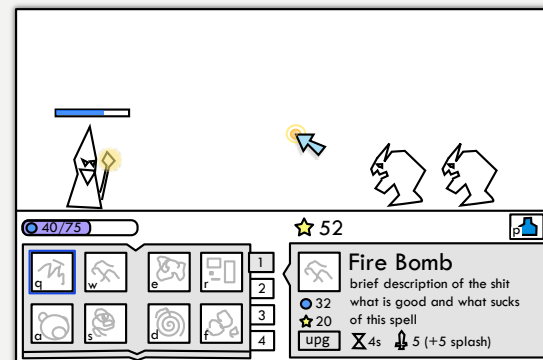
The wizard wants to cast a spell, given a random GUI state



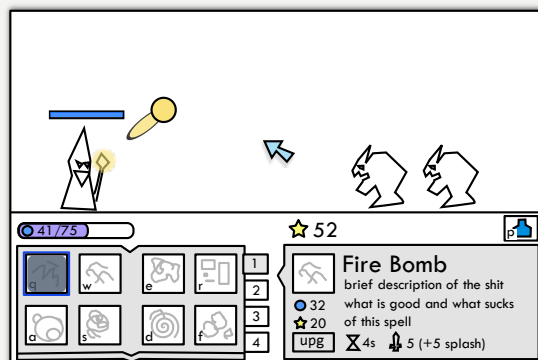
Press [1] or click on the spellbook tab
The spellbook has 4 pages, each include related spells
When change page, the spell in the same position is selected



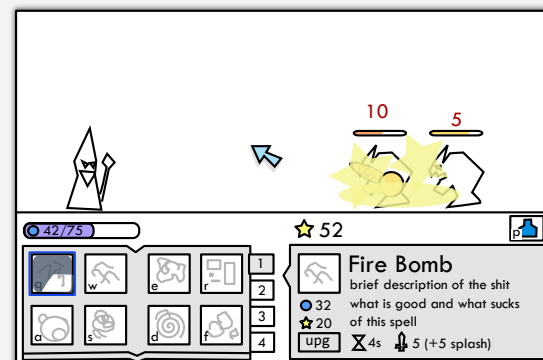
Press [q] or click on the spell to select it
The right panel show basic info and the "upgrade" button



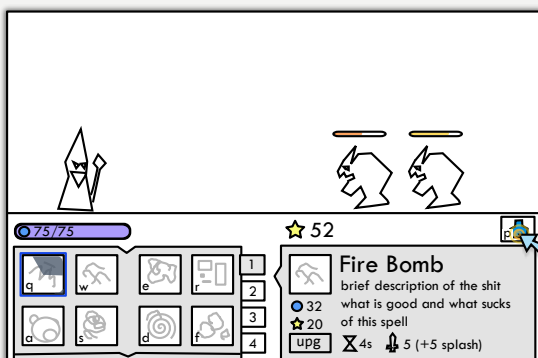
Click anywhere in the stage (some spells use the cursor position but others just need a click) to cast the spell.
Spells have a cast time usage (that is usually pretty fast)
Mana is spent on click, before the cast starts



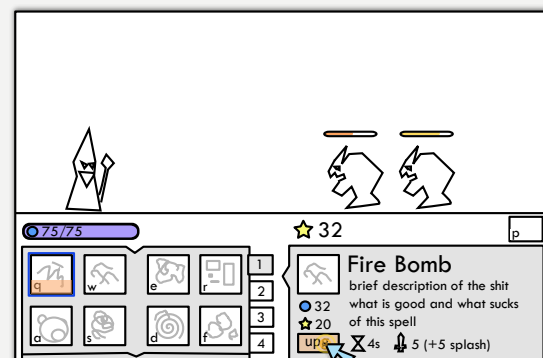
When the cast is done, the spell is used.
The cooldown timeout starts
the spell can not be used till the spell cools down



On hit, the damage is shown in an ascending number.
When monsters (or allies) are not life-full they show the life bar



Press [p] or click on the inventory item to use it
Items apply immediately on click (no cooldown time, no need to click on the stage to use it)



Press [enter] or click on the "upgrade" button to upgrade the spell using stars.
The upgrade has a cooldown time (just about 3-5 seconds) and when is done will play a nice sound and the spell button will shine :)