* Legend
  + MM – Melee Minion
  + RM – Ranged minion
  + EM – Explosive minion
  + IB – Ice Beast
  + FB – Fire Beast
  + Wind
    - Play wind sound
    - Wind blows in direction player should go
* Wizard
  + State 1
    - Wizard calls forth fire and ice to make player dodge around
    - After some casting grows tiered and most recover player can now attack
    - After he has recover shield returns stunning player if they are too close
  + State 2
    - Shield must be disabled with wizards own attack
    - Wizard flings elemental attacks at player
    - Player must use same attack when they deflect
      * Using same attack to deflect enhances what is sent at you and sends it back
      * Using opposite attack will destroy what is sent at you and it will not be deflected.
    - If three deflects sent back wizards shield is disabled for short time.
    - If shield comes back and player close it damages player
  + State 3
    - Wizard grows or changes form
    - He slams his fist into the ground
      * Takes a couple seconds to lift fist back up
      * Left fist fire
      * Right fist ice
      * Must attack the fist with the opposite attack

1. Into
   1. Music plays
   2. Camera fades in
   3. Main character is at the base of the mountain
   4. wind
   5. player given control
2. Teach attack
   1. Sign showing player the attack button
   2. 3 melee minions attacking
   3. Thump sound if melee minion attacks
   4. Player must defeat them to advance
   5. Wind
3. Teach deflect
   1. Sign showing player attacking to deflect
   2. Separate platform for ranged enemies
   3. Two ranged minion
      1. Has spell casting sound
   4. Player must use deflect to defeat them
   5. Wind
4. Teach Dash
   1. Lava erupting sound
   2. Sign showing dash button
   3. EM walks into lava and explodes (scripted)
   4. Player must use dash to get past lava
   5. 3 MM
   6. wind
5. first actual fight
   1. 2 MM
   2. 2RM
   3. wind
6. IB introduced along with ice trap
   1. Ice trap dropped on ice beast showing him getting buffed
   2. Player must use fire
   3. Wind
7. FB introduced
   1. Player must use ice
   2. Wind
8. Mixed wave of enemies
   1. 1 MM
   2. 2 EM
   3. 3 RM
   4. 1 IB
   5. Wind
9. More enemies
   1. 3 MM
   2. 2 EM
   3. 1 RM
   4. 1 FB
   5. Wind
10. Encounter
    1. Ice cracking sound as player enters
    2. Ice drop above player
    3. Player must use dash to avoid
    4. Enemies
       1. 2 MM
       2. 2 EM
       3. 2 RM
       4. 1 IB
    5. Wind
11. Encounter
    1. 4 lava trap
    2. Player must use dash
       1. Avoid traps
       2. Change distance to enemies
    3. 10 MM
    4. Wind
12. Environment challenge
    1. Ice cracking sound
    2. 8 ice traps along narrow path player must dodge through
    3. 4 Ranged minions on separate platform firing at player
    4. Wind if player gets past ice traps
13. Difficult starts to get harder
    1. 2 EM
    2. 3 RM
    3. 2 FB
    4. Wind
14. Encounter
    1. 5 MM
    2. 2 EM
    3. 2 IB
    4. Wind
15. Encounter
    1. 3 MM
    2. 2 EM
    3. 1 IB
    4. 1 FB
    5. Wind
16. Encounter
    1. 3 MM
    2. 2 EM
    3. 4 RM
    4. 2 FB
    5. 1 IB
    6. Wind
17. Encounter
    1. 3 MM
    2. 3 EM
    3. 3 RM
    4. 1 FB
    5. 2 IB
    6. Wind
18. Encounter
    1. 4 MM
    2. 4 EM
    3. 4 RM
    4. 2 FB
    5. 2 IB
    6. Wind
19. Wizard Battle
    1. Wizards dialogue
    2. Sound of something falling
    3. Wizard state 1
    4. Wizards 2nd dialogue
    5. Sound of shield rising
    6. Sound of spell being cast
    7. Wizard state 2
    8. Wizards dialogue 3
    9. Sound of him getting bigger
    10. Wizards state 3
    11. Wizard’s final words!
20. End scene
    1. Main character reunited with his love
    2. Them embrace
    3. GAME OVER!
    4. Roll credits