

Ghost Summoner

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1 Gameplay

You're one of two mages (Gandalf Evergreen or Triss Tealsea) fighting against each other for the glory of killing the enemy. Each of you controls a Summoner which can collect gems, items of magical power which enables your summoner to lay traps, breathe fire, or summon ghosts which will chase the enemy until either the ghost dies, or the enemy dies.

The commands and price for every power are given in Table 1. A pictorial comparison between the initial design and the current game is provided in the next page.

Power	Price	Gandalf Command	Triss Command
Lay Trap	20 gems	, (comma) key	T key
Breathe Fire	30 gems	/ (forward slash) key	F key
Summon Ghost	50 gems	. (dot) key	Q key

Table 1: Commands and Powers.

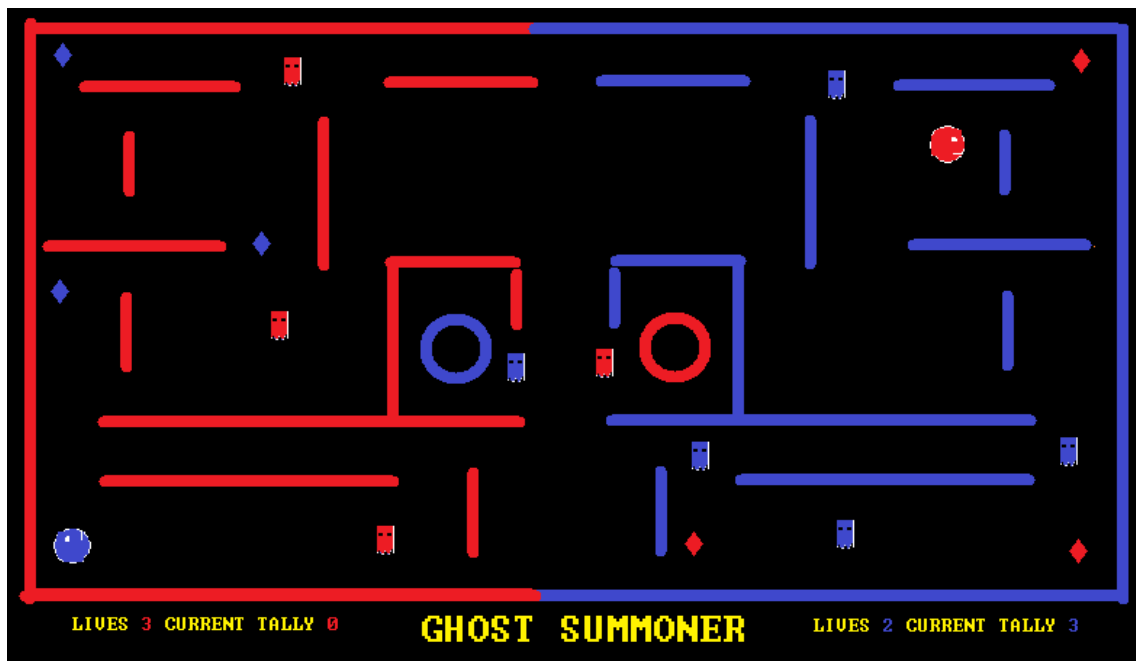


Figure 1: Initial Design.

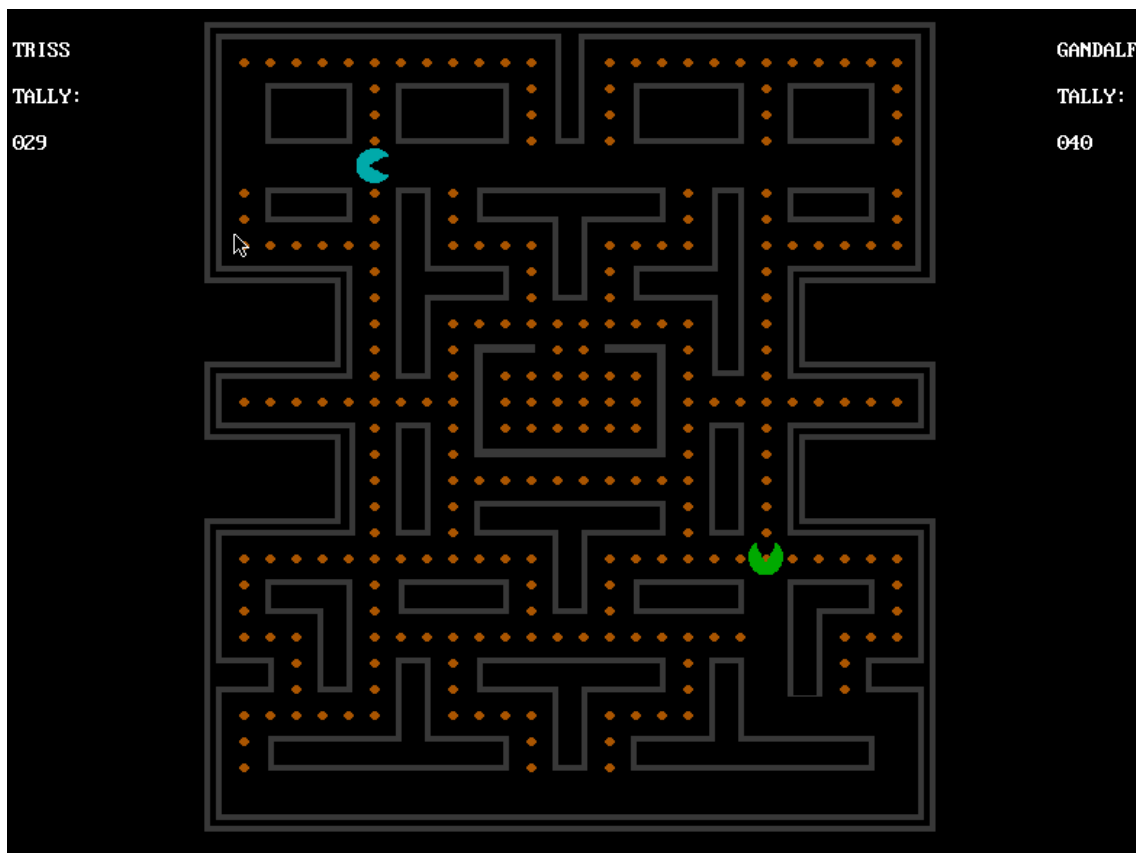


Figure 2: Current State.