**Hogwarts:**

Player Profile table: unique id, name, house(to be selected), spell mastery lvl, potion skill lvl, inventory(to store potion and spell)

1. **Sorting Hat Ceremony:**

MCQ questions where each answer will give score to a certain house and finally highest scored house is selected for the player.

A screenshot of a computer

Description automatically generated

1. **Potion Class:**

Show step by step guide and player must follow those steps for a successful potion creation.

Unsuccessful potion will add up to the inventory as well that will give inverse effects while used during dueling battle.

Mechanism example: Heal Potion-

Step 1: Add 2 drops for dragon blood. Action: add dragon blood – add dragon blood(adding more or less dragon blood or any different ingredients will reduce success rate)

Step 2: stir 3 times. Action: stir – stir – stir (any less or more times stir will reduce success rate)

Step 3: heat for a minute. Action: heat – ask user for time(need to put 1 for 1 minute)

**A screen shot of a computer

Description automatically generated**

**A screenshot of a computer program

Description automatically generated**

1. **Spell Learning:**

Each spell will have it’s own lvl. For every practice, increment by 1. While using the same spell in duel battle, the higher lvl spell will dominate.

Pronunciation challenge: similar sounding words mcq

A screenshot of a computer

Description automatically generated

Wand movement challenge: memory game of directions sequence

A black screen with white text

Description automatically generated

1. **Dueling Club:**

Initiate a duel: create new record in duel table, setting players, health, mana.

A computer screen shot of text

Description automatically generated

Action: for each turn, record actions in duelAction table, like reducing mana, applying dmg, update health.

A screen shot of a computer program

Description automatically generated

Spells table:

A computer code on a black background

Description automatically generated

Player spells table for tracking player spells mastery lvl:

A screen shot of a computer

Description automatically generated

Duel Reward table:

Check for health of the player and update duel status to won or lost if health is zero and grant reward to the winning player, items, potions, experience points

A screen shot of a computer program

Description automatically generated

**Adding Strategy with Spell Types and Effects**

* **Offensive Spells**: Deal damage to the opponent.
* **Defensive Spells**: Shield or increase the player’s defenses for one or more turns.
* **Status Effects**: Apply effects like stunning or weakening the opponent, reducing their chances of success or skipping their turn.
* **Sample Spell Effects**:
  + *Stun Spell*: Temporarily disables the opponent for one turn.
  + *Shield Spell*: Reduces incoming damage by a certain percentage for a turn.
  + *Weakening Spell*: Reduces the opponent’s spell damage or accuracy.

**Player and Opponent Actions per Turn**

* Each player can choose one action per turn:
  + **Cast a Spell**: Deducts mana, applies the spell effect.
  + **Use a Potion**: Restores health or mana, using an item from the inventory.
  + **Defend**: Reduces incoming damage on the opponent’s turn.

A screen shot of a computer program

Description automatically generated

A screen shot of a computer

Description automatically generated

A screen shot of a computer program

Description automatically generated