To the Magic Shop

- Singleplayer
- Inspired by Potion Craft and Strange Horticulture
- Shopkeeper simulation game
- Play as the owner of a new magic shop in the town of Issonhold
- Plays like Papers Please
  - Start new game
  - Gain news, then click crystal ball to call people
  - Meet as many of their needs as possible before the day ends
  - At days end, results of how the player did

Features

- Move between work spaces - 9
- Create Spells - 2
- Brew potions
- Craft Magic Items
- Spend money to purchase:
  - Workstation additions
    - Buy books to give the player crafting recipes and knowledge about the game
  - Materials
  - Shop Upgrades
- Grabbing Items - 3
- Inventory - 10
- Grabbing items from inventory - 11
- Books to tell the player how to play (moves when hovered) - 6
- Gold - 1
- Customers walk in or appear in store - 4
- Approach customer to take order – 12
- Reach Quota by end of day (Difficulty?)
- Sun move/ Time pass
- Add multiple days to the game with increasing difficulty

Elements

- Start Screen - 8
  - New Game
  - Quit Game
- Pause Menu - 7
  - Resume
  - Quit

- Audio - 5
  - Good woosh sound, when finish correct spell
  - Bad woosh sound, when finish wrong spell
  - After finish spell, Coin Jingle then Money update
  - Sound of Rune Point click
  - Sound of Material added
  - Crystal Ball Ring
  - Sound of spell cleared
  - Sound of pause menu open/close
  - Sound of win or lose
  - Background music
- City background
- People walking in background
- Outdoor Ambiance
- **Events that affect customers' needs**
- **Newspaper**
- **Light Candles**
- Accessibility – Toggle names under gems
- Add Sun Slider for time (left dark, right light)
- Make Crystal Ball glow when hovered or ignored (only when no order)
- **Explanation of why spell was wrong**
- Reduce quota or add more time (balance money around rune difficulty)
- Timer only starts once call first person
- Darker buttons

Take the information the customers give you to make the correct items

Spells

- Arcane 8
  - Levitate* 1
  - Missile 2
  - Teleport 1
  - Slow (Invert) 1
  - Haste (Invert) 1
  - Shield (Minor) 2
  - Armor (Major) 2
  - Invisibility 2
- Fire 8
  - Boil *(Steam) 2
  - Fire Stream 3
  - Explosion 3

- o Lightning 1
- o Warm (Minor) 1
- o Cook (Campfire) 2
- o Burn (Major) 1
- o Ignite (Light things) 1
- Water 8
  - o Drink (Minor) 1
  - o Create Water (Major) 1
  - o Freeze 1
  - o Rain* 2
  - o Waterfall 3
  - o Breath 1
  - o Move Water 2
  - o Steam *(Boil) 1
- Nature 8
  - o Rain* 1
  - o Grow 1
  - o Entangle 1
  - o Speak with Nature 2
  - o Heal 2
  - o Move Rocks 2
  - o Earthquake 3
  - o Treant 3
- Air
  - o Levitate* 3
  - o Tornado 2
  - o Fly 2
  - o Scythe 3
  - o Gust Minor 1
  - o Gust Major 2
  - o Stealth Walk 1
  - o Slow Fall 2