Design: Alchemic

**Introduction**

*Alchemic* is a fantasy role-playing game that uses a novel in-battle item synthesis mechanic to simulate real life chemistry and lay down a basic understanding of chemical reactions.

**Background**

Inspiration for the item synthesis mechanic is drawn mainly from the alchemy system within the *Atelier* series. Inspiration for the basic battle system comes from the classics; early *Final Fantasy* titles, the *Tales* series. Think tried-and-true menu based battle systems.

**Description**

You pull out your flamethrower—your weapon of choice. Your enemy stands before you—a four-legged beast, covered in wooded scales, like bark. You check your scope to see whether they are flammable—and indeed, they are. Just flames won’t be enough. You need something with power—something with a bang. You pull from your bag two small blue gems and a translucent sphere. You wind up your arm, and pitch them out in front of you, at the monster. Then, wielding your flamethrower, your shoot a burst of fire at the items—they explode in the air right in front of the beast. You’re satisfied—you’ve done some serious damage.

**Key Features**

Engaging Gameplay: The field of educational games can prove dangerous waters. The goal of *Alchemic* is to be, first and foremost, a *game*. The educational principles are purposefully put in the backseat—the goal of this game is to be fun to play.

Meaningful Real World Knowledge: As one aim of this game is to teach a basic understanding of chemical reactions, there must be meaningful correspondence between in-game items and chemical elements and properties.

Compelling Story: In order to further support the game’s engagement factor (and by extension, cancel out certain telltale signs of “edutainment”), a compelling story is an absolute must.

**Genre**

*Alchemic* is a classic fantasy role playing game with item synthesis aspects. The primary goal of this game is not to teach chemistry, but to provide an engaging experience. The secondary goal of the game is to lay down the basic foundation for thought patterns necessary within chemistry disciplines—not to preach chemistry to players. The advantage of this approach is that the game hooks the players, and any educational material comes post-hook; the players are already engaged in the world of the game before chemistry-based thinking is subtly injected into the game. *Alchemic* is what I call a **play-first gamification**—a gamification where the game design principles take precedence over educational principles.

**Platform**

*Alchemic* is intended to be played on a computer. Other possible options include Nintendo DS or PSVita.

**Concept Art**

Player Character/Art Style:

