Elemental

Philosophy

At its core, Elemental is a match-3 games similar to bejeweled. The game has a mystical theme and uses orbs of the four basic elements (Fire, Earth, Water, Air) as the base of the game.

Core Gameplay

The basic gameplay is to match three or more orbs of same type to remove them from the gameboard. Player is rewarded points for each of the orb removed. Player can match orbs in vertical, horizontal, diagonal direction or a combination of these three directions.
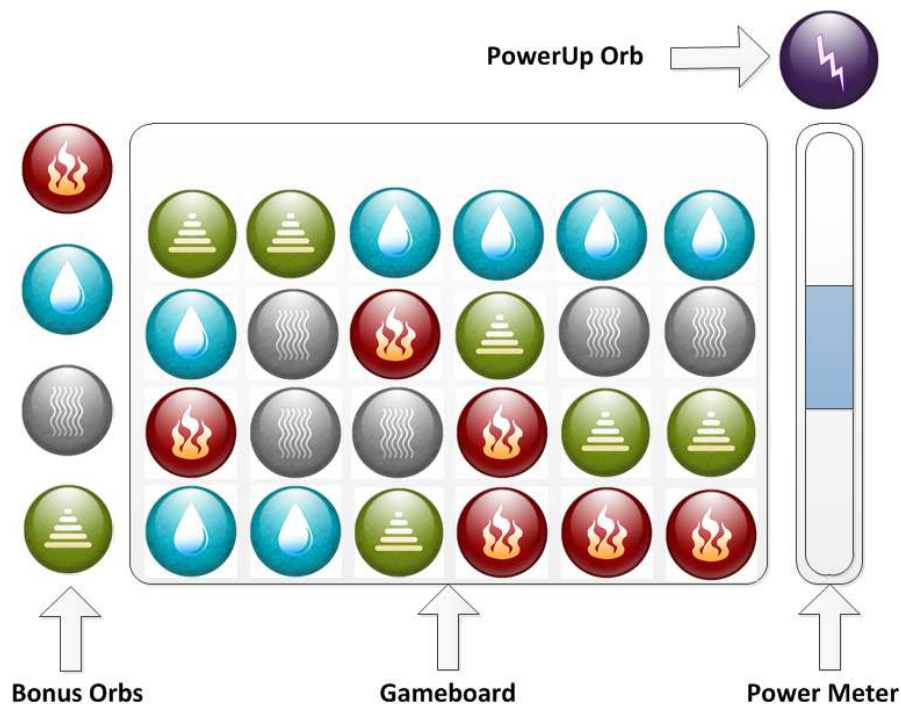
Goal

The goal is to achieve maximum score in the given time.

Game Layout

The game layout is divided in three sections,

1. Gameboard
2. PowerUp
3. Bonus Orbs

Following is the layout of the game,

The details of the layout is given below,
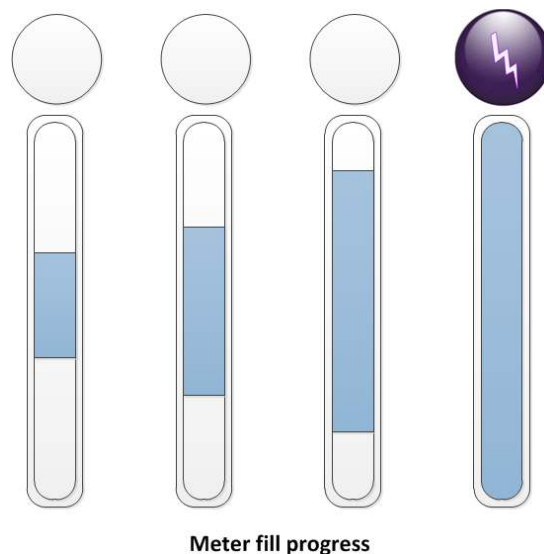
Gameboard

This is the main area where the main gameplay is played. The gameboard is filled with 40 orbs at the start of the game. These orbs are randomly generated and can be any one of the four types. The gameboard is always filled with orbs. When orbs are removed after making a move, an equal number of orbs drop from above to fill the gameboard so that it is always filled with 40 orbs.

PowerUp

This section is made of two parts,

The power meter

This is a fill meter which gets filled every time the player makes a successful move and removes orbs from the gameboard. When the meter is full, a PowerUp becomes available to the player which can be used on the gameboard anytime. The rate at which the meter is filled depends on the points, the player scores in a single move. More the points scored in one move, faster the meter fills.

Meter fill progress

PowerUp Orb

When the power meter is filled completely, a powerup becomes available to the player. This PowerUp can be used anytime afterwards. The PowerUp is random and can be used only once. When used on the gameboard, it replaces all orbs of the same type on which it is used with the type of the PowerUp orb.

All the powerup orbs on the gameboard have a special bonus associated with it depending on the type of the PowerUp used. Once the PowerUp is used, the power meter is resetted and the PowerUp vanishes. Player has to again fill the meter to activate a new powerup.

Bonus Orbs

There are four filling orbs on the left of the gameboard, representing the four basic element types of the game. Each of the orbs gets filled when the player scores points with the respective orb on the gameboard. The orbs are filled according to the point scored so higher the points you score with a particular orb type, faster the bonus orb related to it gets filled.

Once the orb is filled, player can use it to get some bonus to score some extra points faster. The bonus is random. Once the player uses the bonus orb, a cooldown time of 15 seconds is activated during which the orb is not filled even if the player scores point with the same orb type. Once the cooldown time ends, the bonus orb resets and becomes available for the player to fill again.
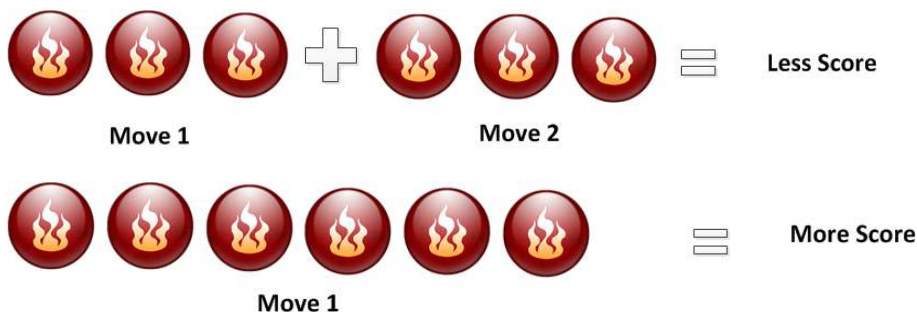
Game Mechanic

Gameboard Mechanics

To match orbs, player has to connect three or more adjacent orbs of the same type in one move to remove them from the gameboard to score points.


Player scores more points in a single move if he connects maximum number of orbs possible. If a large chunk of orbs are removed in one move then more points are scored as opposed to small chunks of the same orb.
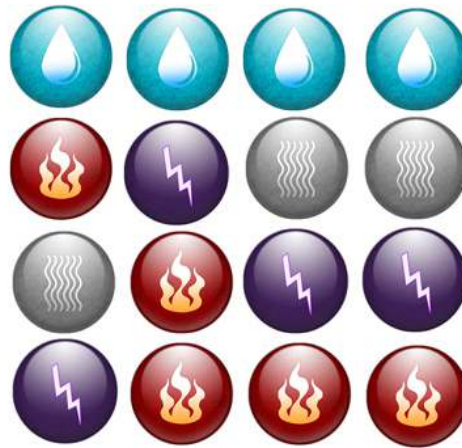
PowerUp Mechanics

To use the powerup once it becomes available, player drags the powerup orb onto one of the orbs present on the gameboard and then releases it. Once it's released, the orbs of the type onto which it was dropped are replaced with the powerup orb.
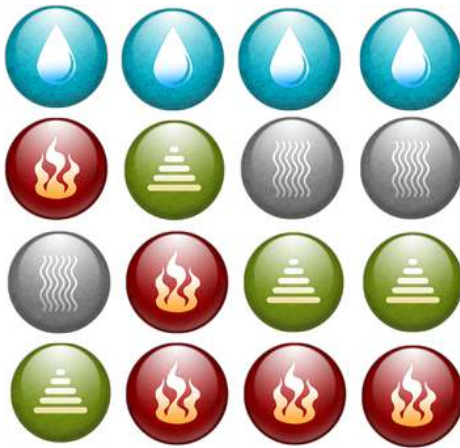
Before using PowerUp   After using PowerUp

Bonus Orb Mechanics

To use a filled bonus orb, player has to click on it once. Special action on the gameboard is executed when this is done.

Orb Types

Four basic types

Fire   Water   Air   Earth

PowerUp Types

Lightning   Time

Following is a table with points related to each of the orb and their special bonus.

Orb Points

Type	Points	Special bonus
Fire	1	-
Water	1	-
Air	1	-
Earth	1	-
Lightning	3	-
Time	1	Adds seconds equal to points scored

Bonus orbs Effects

Wipeout
All the orbs of the same type as that of the bonus orbs are removed from the gameboard.

Conversion
A random number of orbs on the gameboard are replaced with orbs of the type of the bonus orb. The orbs of the same type already on the gameboard are not considered for replacement. They are excluded.

Double points
All the orbs of the type of the bonus orbs give 2X points.

Special Moves
There are special moves that player can make to score some bonus points. These moves are made by the player by connecting the orbs is a specific patterns. The various moves are described below.

Chain Move
This move is done when the player connects more than three orbs in a single move. The points earned are more when the chain is the longest. The formula to calculate the chain bonus is,

Chain bonus = (No of orbs connected – 3) * orb value

Horizontal Slice
This bonus is earned when the player removes all the orbs from a row in one move. The formula to calculate this bonus is,

Horizontal Slice bonus = (orb value * No of columns) * 2

Vertical Slice
This bonus is earned when the player removes all the orbs from a column in one move. The formula to calculate this bonus is,

Vertical Slice bonus = (orb value * No of rows) * 2

Wipeout

This bonus is earned when the player removes all the orbs of the same type from the gameboard. The formula to calculate this is,

Wipeout bonus = (No of orbs connected * 2) * orb value

All the above bonuses are added to the base score of number of orbs connected. Furthermore, player can combine the above moves together i.e., they can be stacked to get a combo move.

Leaderboards and Achievements

The game has global and local leaderboards where the player will be able to save his highest score. Player can challenge his friends to break his record.

The game will also feature achievements to unlock. The game will use OpenFeint/Papaya Mobile Social gaming network to manage the online global Leaderboards and Achievements.