Sorcery Tetris iPhone Game (initial proposal- Jan2012)

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**Premise:**
the game will be an iPhone game developed with unity and is built around two game mechanics, the first one is very similar to Tetris, the second one has the player casting powerful spells by combining weaker spells. The game will have multiple levels that increase in difficulty as you progress through the game. The objective of each level is to defeat the opposing monster by depleting his Hit Points (HP) before it defeats you by depleting your HP.

**Story:**
As a wizard it is your wizard destiny to follow the wizard path of your wizard predecessors and do as all wizards before you have done, which is whatever they dang want. You have your wizard robes, your wizard hat, your wizard staff and most importantly your wizard beard. may wizard god have mercy on all non-wizards that are foolish enough to stand in your wizard way.

**Game Mechanics:**
As stated earlier the game is based on two game mechanics: the first is the Tetris mode or what we’ll refer to as the gathering phase this phase plays like a normal game of Tetris with the following differences:

- when you fill a whole row, you absorb the mana-blocks in that row.
- if you fill more than one row simultaneously the mana-blocks you absorb will be multiplied by the number of rows you filled.
- if the monster attacks the player he will lose HP (indicated by the health meter).
- once the player feels he has gathered enough blocks he can click the top of the screen or swipe down and that will pause the gathering phase and start the casting phase.
In the casting phase the mana-blocks are converted into spells (for instance every 10 mana-blocks give one spell). He can cast a spell by clicking it (or dragging and dropping it) then clicking cast. Up to 5 spells can be combined at a time.

- There are 8 elements (one for each color)
  - Fire (red)
  - Water (Light Blue)
  - Lightning (Purple)
  - Earth (Brown)
  - Cold (Light Blue)
  - Shield (Yellow)
  - Arcane (Black)
  - Life (Green)
- Each element has its own attributes and is effective against certain targets. For instance:
- **Water:**
  - Weak attack.
  - Gets enemy wet.
- **Lightning**
  - Strong attack.
  - Effective vs wet targets.
  - Weak against earth monsters.
- You can combine elements to make spells. For instance:
  - 3 Fire, will give you a stronger fire attack.
  - 1 Earth + 1 Water + 1 Arcane = slow (enemy’s attack frequency is reduced)
- Spells will have very simple animations (similar to the Pokemon games)
- Each monster will have 4 different attacks.
- Monsters will attack over time.
- The player can go back to Tetris mode to collect mana-blocks at any time.
Spell list:

**basic spells:**

- **Fire (red)**
  - moderate damage. (10 HP)
  - might cause “burn” (enemy HP will decrease by 1 over time). (30% probability)
    - lasts 5 turns
  - weak against “wet”.
- **Water (Blue)**
  - weak damage (7 HP)
  - causes “wet”
  - removes “burn”
- **Lightning (Purple)**
  - moderate damage. (10 HP)
  - effective against enemies with barriers
    - barrier effectiveness is reduced by 25%.
  - effective against “wet” enemies (wet enemies -15 HP)
- **Earth (Brown)**
  - moderate damage. (10 HP)
  - might make the monster “flinch”. (probability 30%)
- **Cold (Light Blue)**
  - weak damage. (7 HP)
  - might cause wet monsters to “freeze” (can’t attack for 1 turn) (probability 30%)
- **Shield (Yellow)**
  - creates a barrier
  - a barrier decreases the power of an enemy’s attacks. (decreases attack by 10%)
  - lasts 5 turns
- **Arcane (Black)**
  - high damage (13 HP)
- **Life (Green)**
  - increases the players HP. (7 HP)

Note: casting multiple instances of the same spell together will give you a stronger version of that spell

**advanced spells:** these are made by combining simple spells.

TBD after initial completion.