

Elemental

Name: Martin Dědič

Target audience: Players who like to experiment with various elements and combining them together for combat or solving puzzles

Platform: PC

Genre: Open world action rpg

Number of players: 1

Inspiration: Magicka, Avatar: The Last Airbender, The Legend of Zelda: Breath of the Wild

Concept:

In a world where magic is the norm, citizens are led to believe they can control only one element. As the protagonist, you discover the hidden truth: it's possible to master multiple elements, a secret carefully guarded by the ruling group of magicians. Your journey begins as you aim to unravel this mystery and harness the power of multiple elements.

Mechanics:

Fighting: Use elements at your disposal and combine them together with various ways to use them (walls, beams, projectiles, summons, ...)

Exploration: Travel throughout the world explore caves, solve puzzles, unlock more elements