



Creators

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Game Overview

- Teleport and navigate through different environments (fire realm, ice realm, earth realm)
- Defeat enemies along your way
- Unlock new moves

Level 1

Introduce beginner moves: fireball and shield

Level 2

Introduce new enemies and different obstacles

Level 3

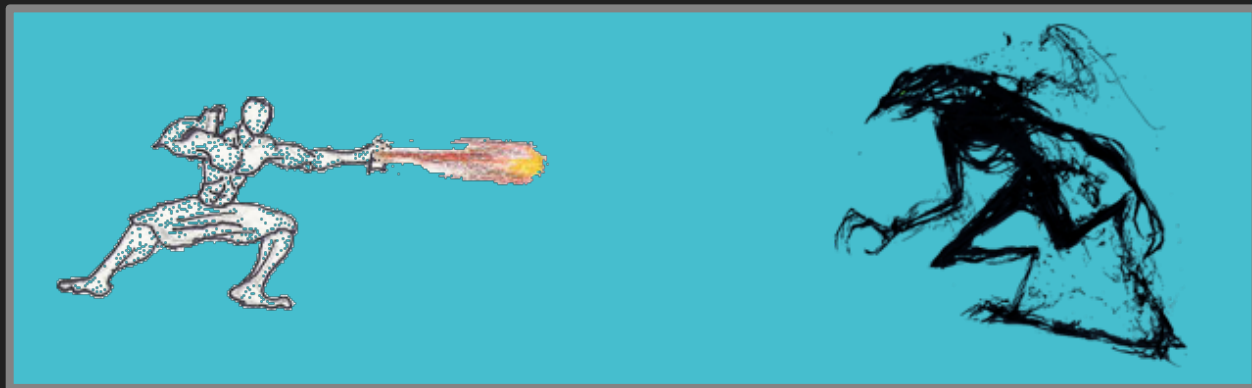
Introduce new enemies and different obstacles

Boss Level

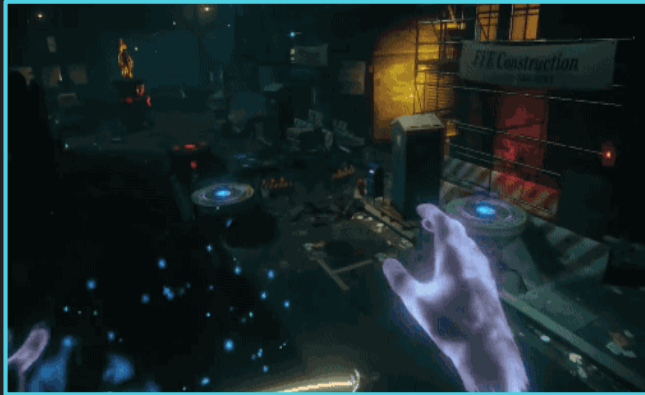
Use all the elemental moves you learned in order to defeat the boss

Core Game Mechanic

Player's movements manifest into elemental attacks to defeat enemies.



Our Inspiration

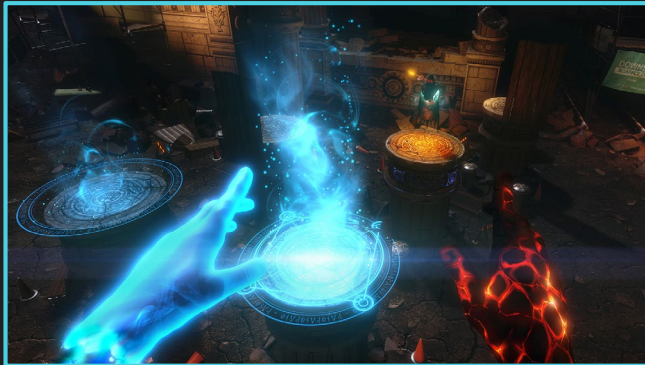


Unspoken

- Similar mechanics
 - VR game
 - Cast fireballs and other spells with simple movements

Avatar The Last Airbender

- Martial arts spell-casting
- World/realm environments



Why Our Game Is Special



Battle Loop



1. Player attacks enemies and defends against attacks

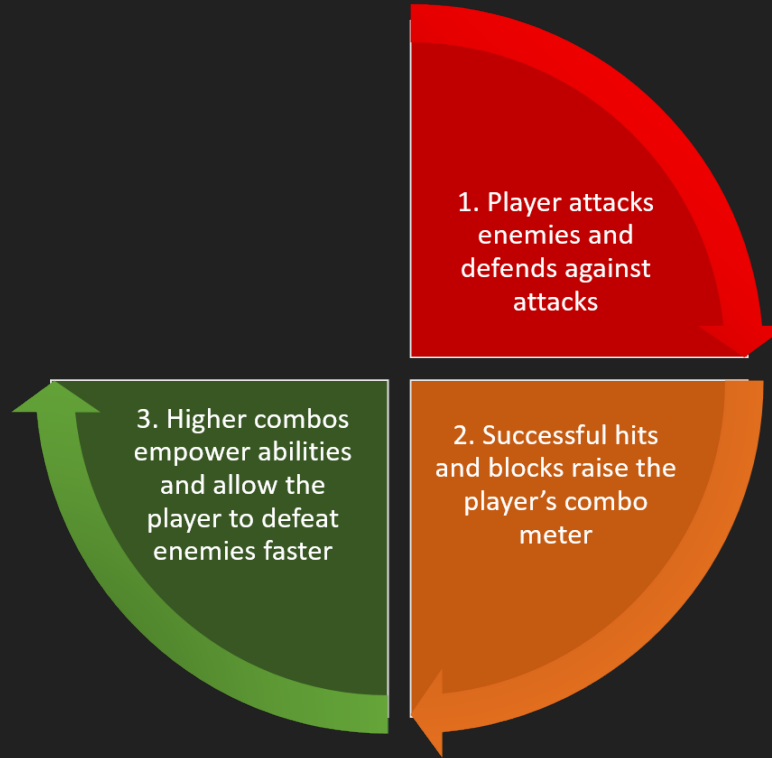
Battle Loop



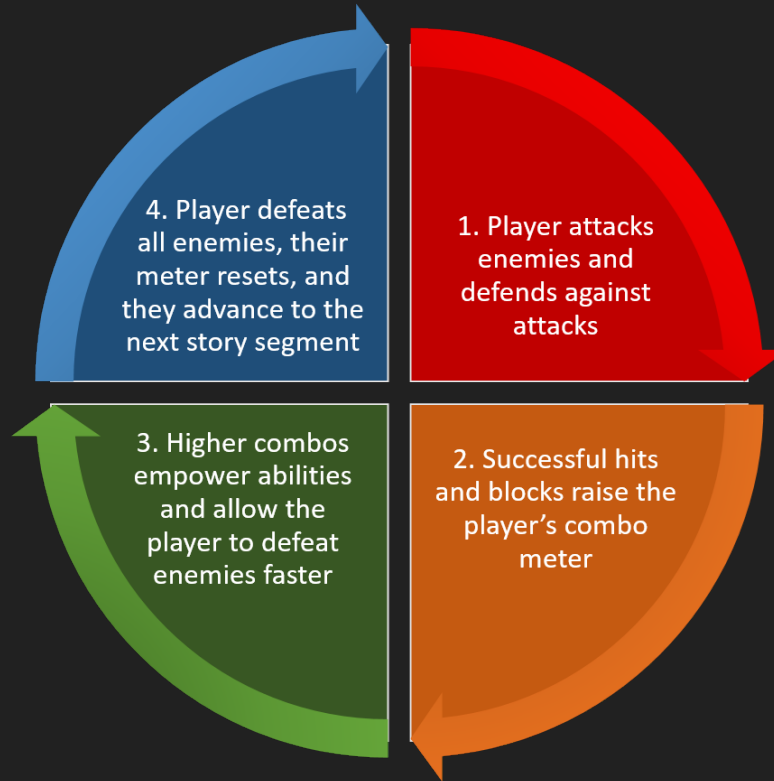
1. Player attacks enemies and defends against attacks

2. Successful hits and blocks raise the player's combo meter

Battle Loop



Battle Loop



Demo Video



What's Coming Next?

New Modes

Fire
Ice
Force

Boss Stages

Themed Boss
Enemies with
different abilities

Improvements

Sideswipe ability
Balancing updates
Blocking and
deflecting melee
attacks

And more!