

Harbingers of New Dawn

Game design document

Overview.....	1
Game loop.....	2
Goal / Mission.....	2
Tutorial.....	2
Main objectives.....	4
Level1 Objectives.....	5
Area 1 – Forrest.....	5
Area 1.1 – Bridge.....	5
Final objective.....	5
Game systems.....	6
Main menu.....	6
Pausing the game.....	6
Rejoining the game.....	7
Saving system.....	7
Hosting System.....	7
Check point system.....	7
Game over.....	8
Levels.....	8
Chill area 0 - Lobby.....	8
Chill area – Transitional level.....	8
Level 1.....	9
Level 2 – Final level.....	9
Features.....	11
Camera.....	11
Spectator mode.....	11
Movement.....	12
Exposed properties:.....	12

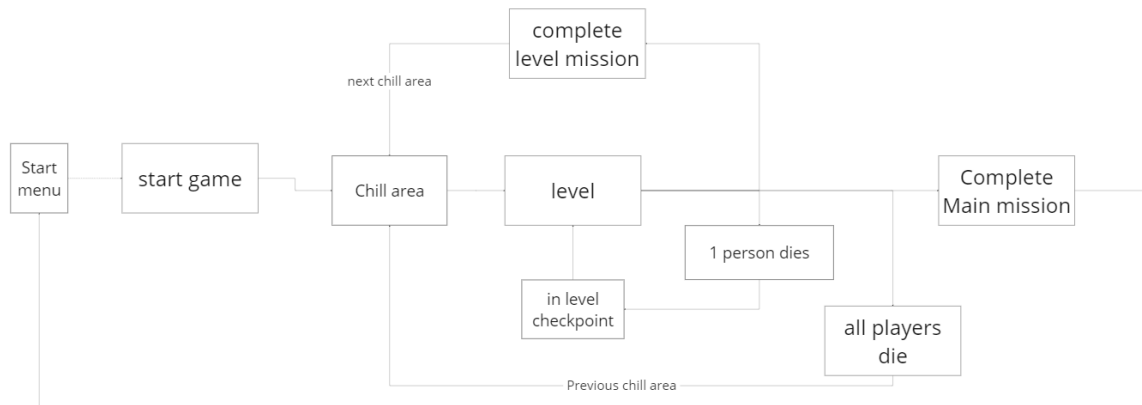
Key Bindings.....	12
Walking/ Running.....	13
Jump.....	14
Downed/Death.....	14
Downed.....	15
Resurrection.....	15
Death.....	15
Player respawn-point.....	16
Player Health.....	16
Spell Casting (shooting/aiming).....	16
Spell selection.....	17
Aiming.....	17
Spell casting (shooting).....	17
Possible setbacks.....	18
Abilities.....	18
Cooldown.....	19
Damage.....	19
Support / Defence.....	20
Character.....	21
Enemies.....	21
Exposed properties:.....	21
Dummy.....	25
Art.....	26
Character description.....	26
Animations – Main characters.....	26
Animations – Enemies.....	26
Dummy.....	26
UI.....	26
In game.....	26
VFX.....	27
Main menu.....	27

Spell selection.....	29
HUD.....	30
Audio.....	31
SFX.....	31

Overview

This document contains the description of the design of the game magic marines.

Game loop



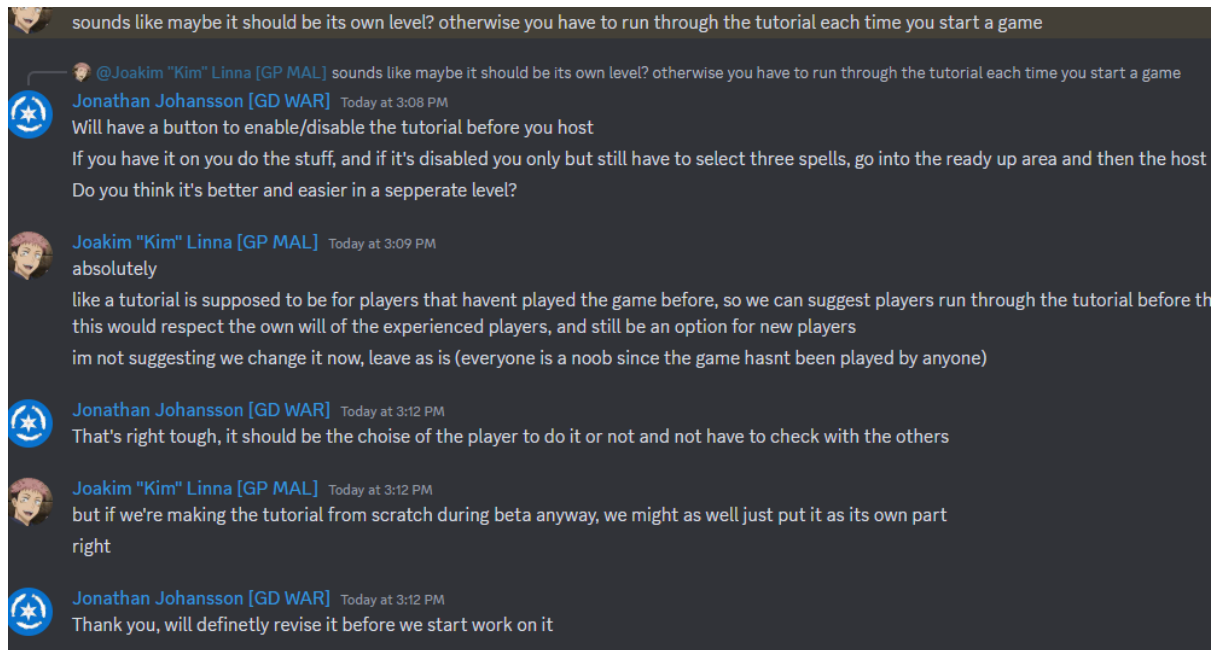
Goal / Mission

Tutorial

Tutorial needs to be re assessed before we start working on it!!!!

And idea. What if we make it be personal, either that the player when joining the game can enable or disable the tutorial themselves. Like the player joins the lobby and there is a screen with “play tutorial” and you can press yes or no. (Would this work in a multiplayer setting? Meaning that one player does the tutorial and another not, nothing breaks for each other, only that if you do the tutorial, everyone who chose yes to have to finish it before playing)

Alternatively, that there is a button in the beginning where the player can start the tutorial (like a mini game)



The tutorial is part of the lobby/chill area 0 which means it is not a separate training tutorial part or a specific level you can play before starting the actual game, but rather an integrated part of the progression of the game.

What this means is that when the player who is hosting have an option to **enable** or **disable** tutorial.

If **disabled**, the players start like normal, but, they still need to do a set number of things in order for the game to start like select the three spells each and go into the ready up area and then the host can press start:

- o Use E to interact with the tree of wisdom to select your spells
- o Approach the ancient tree and select 3 spells. 0/3 – *Complete after having the 3 spell slots filled.*
- o Gather in the ready area – *Complete after all the players are standing in the ready up area. (And all players must have selected their three spells)*
- o When all players are in the ready up area, the host can press ENTER to start the game.

If **enabled**, all players must complete each part of the tutorial separately and independently from each other in order to start the game.

Everything under this is part of the tutorial sequence being enabled:

- Use WASD to move around
- Use MOUSE to look around
- Use SPACE to jump
- Use L-SHIFT to run
- Use E to interact with the tree of wisdom to select your spells
- Approach the ancient tree and select 3 spells. 0/3 – *Complete after having the 3 spell slots filled.*
- Use LEFT MOUSE BUTTON to fire the spells
- Use SCROLL WHEEL to switch between the spells
- Use RIGHT MOUSE BUTTON to aim
- Use first spell on the dummy. – *Complete after having the first dummy take enough damage from the first spell (something like 10)*
- Use second spell on the dummy. - *Complete after having the second dummy take enough damage from the first spell (something like 10)*

Tutorial breaks here as you anyway have to do this in order to start the game

- Gather in the ready area – *Complete after all the players are standing in the ready up area. (And all players must have selected their three spells)*
- When all players are in the ready up area, the host can press ENTER to start the game.

After performing all the tutorial missions, the game is ready to start, and the players can start their adventures in the forest.

Main objectives

Find and retrieve an ancient artifact that holds potent magic, situated somewhere in the old civilisation.

This is the Main Objective/Mission as to why the players (the magic marines) are venturing into the evil side of the world. (For more information and detail as to **why**, check out the Narrative design framework on **Miro**)

The players should have a clear idea of the Main Objective, that they need to go into the dangerous part of this world, through the magical forest which is infested with enemies and to later **locate the magical artifact** that is situated closer to the old civilisation.

When the players have gone through the level and completed the side objectives and finally arrive at the interaction of the Main Objective:

The Main Objective (the relic) is situated on a kind of podium in the middle of a sort of open area by the “end” of the game/levels. Although when the players try to pick it up it remains on place. The relic is stuck on the podium and in order to take it they first need to do 3x (TBD – pull three levers / move item to podium / something else).

Level1 Objectives

Area 1 – Forrest

Starts after all objectives/tutorials are done, the spells are selected, players are in ready up area, host press **START**:

- o Location objective: Enter the forest. - *Completed after 1 player have entered the forest area*
 - Kill enemy's objective: clear the forest of enemies. - *Completed after there are no more enemies in the forest area.*
- o Location objective: Go towards the edge forest: *Completed after 1 player have entered this area.*
 - Interaction objective: gather with your team in the ritual area to perform the ritual – *Complete after all players are in ritual area and press the E key to perform the ritual together. The Forrest becomes more lite up and a door/forest opens/clears for the players to progress.*

Area 1.1 – Bridge

- o Location objective: Go towards the old bridge: *Completed after 1 player have entered this area.*
 - Interaction objective: 1 player goes into the certain zone/press a button to rise the bridge to get passage. - *Completed after this interaction is DONE.*
 - Defend your position objective: from enemies coming from the forest to attack you until you can escape with the bridge. - *Completed after all three sections of the bridge is built.*
- o Location objective: “Escape to via the bridge to the other side of the river!” - *Completed after all players have passed the bridge.*
- o Location objective: Re-group at the second tree of wisdom.

Final objective

- o Location objective: Venture further into the old civilisation. - *Completed after 1 player reaches a certain point.*

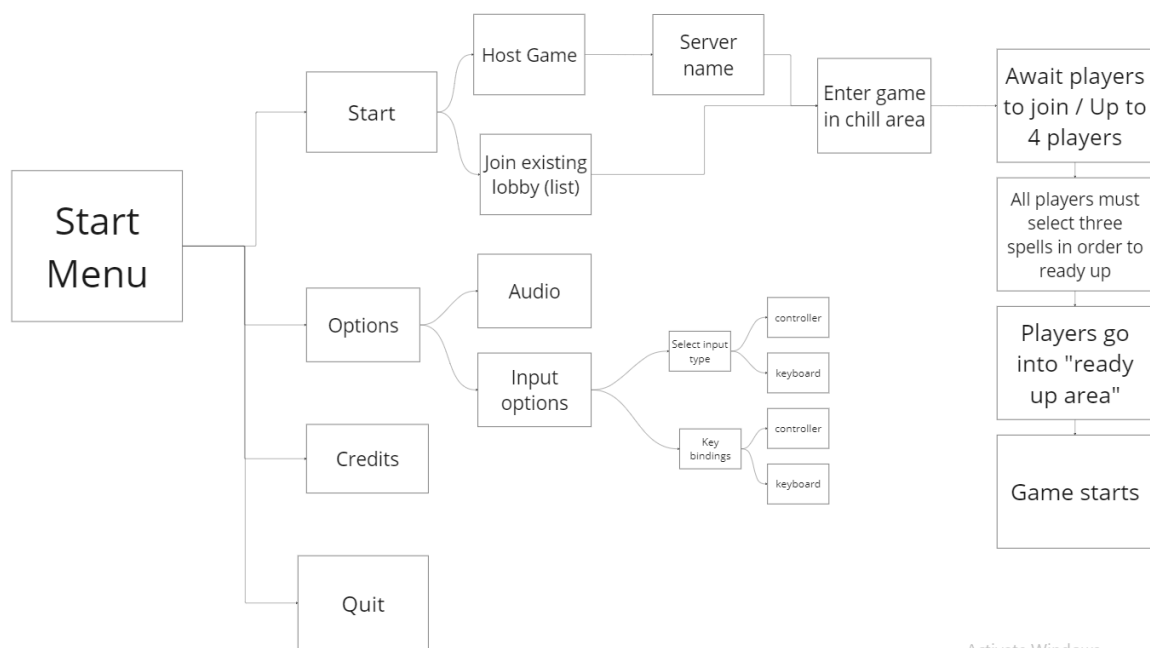
- o Location objective: Continue even further into the old civilisation. - *Completed after 1 player reaches a certain point (by the edge of the main objective).*
- o Location objective: Locate the ancient relic. - *Completed after 1 player reaches the area of the relic.*
 - Interaction (1st option destroy the object to mimic a fake a pickup – when all 3 objects are destroyed the (wind) force field around the relic fades to disappear) (2nd option real inventory pick up – when all 3 objects are destroyed the (wind) force field around the relic fades to disappear)) objective: “The relic is protected with dark magic, find a way to clear it and get access to the relic!” = Find 3 “keys” to unlock 3 force fields surrounding the ancient relic (0/3) - *Completed after all 3 (things) are done.*
 - Interaction (1st option destroy the object to mimic a fake a pickup) (2nd option real inventory pick up) objective: pick up the ancient relic by having 1 of the players interact with the relic with the E key. - *Completed after one player picked up the relic.*
- o Location objective: Find a way back to safety with the relic. - *Completed after 1 player reaches a certain point.*
- o Location objective (FINAL OBJECTIVE): Continue the way back to safety with the relic. *Completed when all players reach the safety point area.* = End the game.

Game systems

When players start the game they are greeted by either an intro video, or directly to the main menu.

Main menu

Main menu [UI](#)



Activate Windows
Go to Settings to activate Windows.

Pausing the game

When a player presses “ESC” the pause menu pops up, but the game doesn’t stop.

If a player that is not the host leaves the game, the game keeps on going.

If the host leaves the game the game stops.

Rejoining the game

THIS IS SCRAPED. The only way of doing this would be that the player can choose their abilities in the chill area and then teleport to the players in game, or to choose the spells in a separate menu, or to only be spawned when the party arrives at another chill area with a tree of wisdom to choose their spells)

A player can join an active game.

If the game team is in the middle of the level, the player enters spectator mode (essentially joining as a dead player) until the team reaches a Player respawn-point, where the player who was joining now respawn as if they were dead but now playing.

Saving system

I guess this is discarded for the time being as well

The game is saved when the team enters the safe area checkpoint (in the chill areas)

When a player loads a game, the team spawns in the last chill area where the game was saved.

Hosting System

When a player hosts a game, they can choose start a new game or load a saved game. When starting a new game, the players spawn on the first chill area and the game auto saves.

Other players can join current active games and spawn like described in rejoining the game.

Check point system

Player respawn details

There are two types of checkpoints:

- (If 1-3 people are dead and 1 is alive in a 2-4 party game): Player respawn-point – If one person or more, but not all are dead, crossing this point will trigger the respawn of the dead players on a selected area that is connected to the trigger point ONCE. If not all the team died, after passing a mission, the dead players can respawn and join in midgame.
- (If all the players die):
 - 1-option: Restart the game entire game to the lobby area. Reset everything (enemies, abilities selected, objectives) make the players do the first sequence again where they need to ready up.
 - 2-option: If the “Save-space checkpoint” – In the chill area, where the game is saved and loaded. If all the team dies, they respawn in the last save space checkpoint they were in.
- Save space checkpoint – In the chill area, where the game is saved and loaded. Each level starts with this checkpoint. If all the team dies, they respawn in the level safe space.

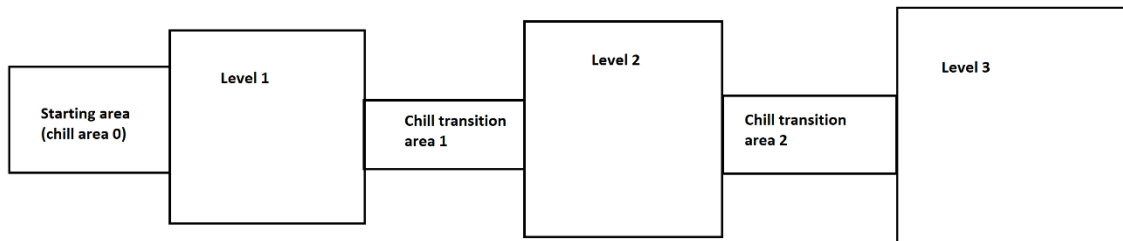
Game over

If all players die, a UI saying “you failed” should be displayed with a delay, after this a screen with the options of “Restart” or “Quit to Main Menu” should be visible. If the host try again, then the game restarts from the lobby area again. If the host press quit everyone are sent to the main menu.

Essentially, they restart the entire game to the lobby area. Reset everything (enemies, abilities selected, objectives) make the players do the first sequence again where they need to ready up.

Levels

Each level is self-contained and are connected by a transitional area.



Chill area 0 - Lobby

This is the area the players that are joining the server meet for the start of the game.

They get the option to do the tutorial in this area, or just select the spells from the tree and start their journey.

The moment the team leaves the chill area, no other player can join the party.

Chill area – Transitional level

This area is a checkpoint area where the player is not swarmed by the enemy. In this area the player can recover health, switch magic spells and prepare for the next level.

Level 1

Forest

The players come into a forest area. The challenge they face is a hoard of light enemies attacking so the players must clear the forest.

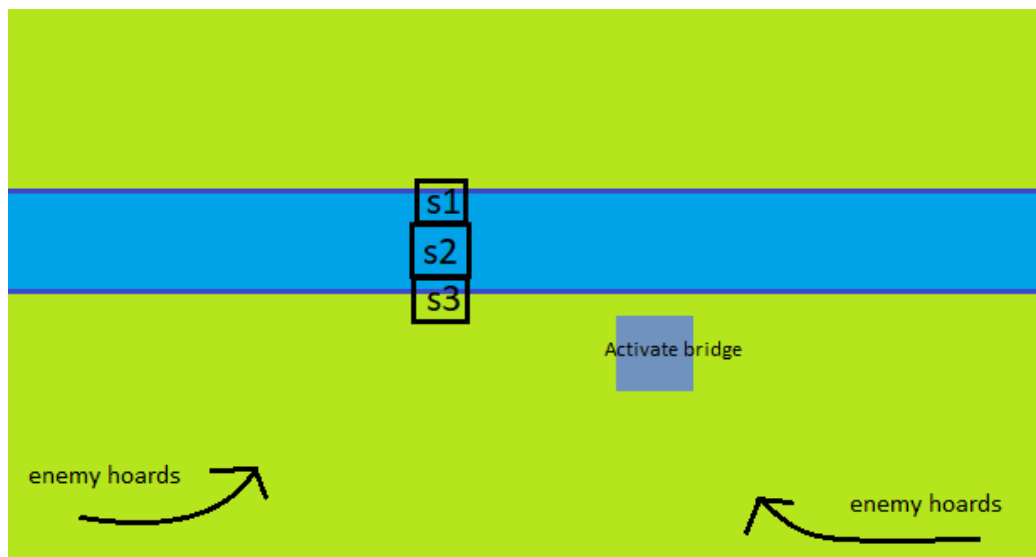
Bridge

In this section, the players come face to a river that blocks their passage. To cross the bridge, they must press the lever in the activation spot making one section of the bridge go up at a time.

First s1, then s2 and finally s3, 30 seconds each.

When every part of the bridge is up, the team can cross it and proceed their adventure.

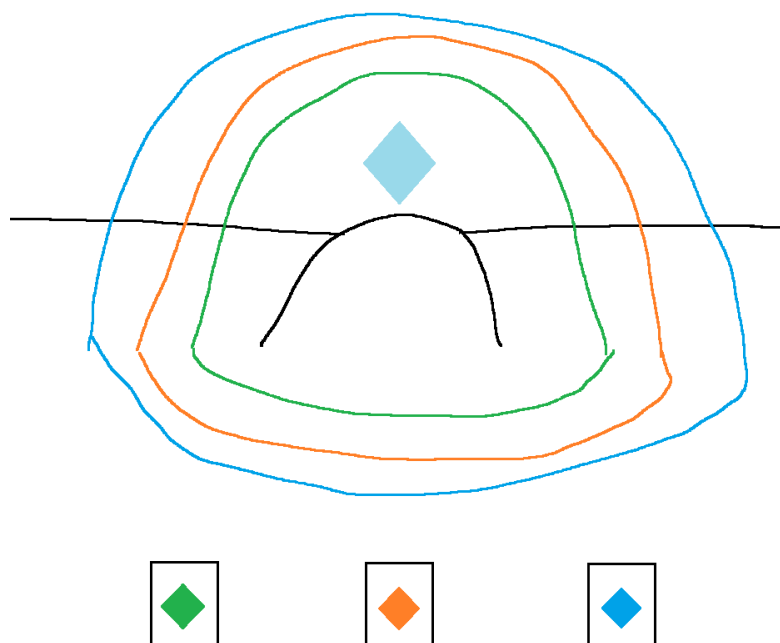
While the team is activating the bridge, hordes of enemies will spawn, and the players have to defend the player that is activating the bridge.



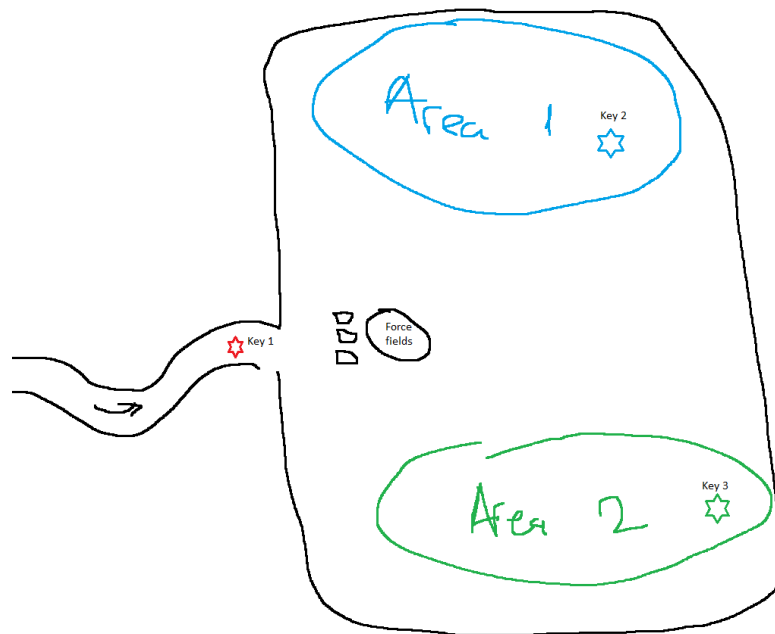
Level 2 – Final level

Players get to the final stage of the level, and they see themselves confronted with the relic they were looking for all this time.

The final relic is in a triple forcefield that will be unlocked when you place three keys in the respective altars.



The first key of the force field is in an obvious spot before the players see the relic giving a clue to the players about how to unlock the force fields.



Area 1 and 2 are composed of building ruins and hordes of enemies. The players must go to these areas to retrieve the two missing keys.

At the end, when unlocking the final rune, the players come to a decision to destroy it on the spot or take it back to the headquarters.

Each decision has a different consequence.

Features

% Only for reference. Variable exposed is to be float (numbers).

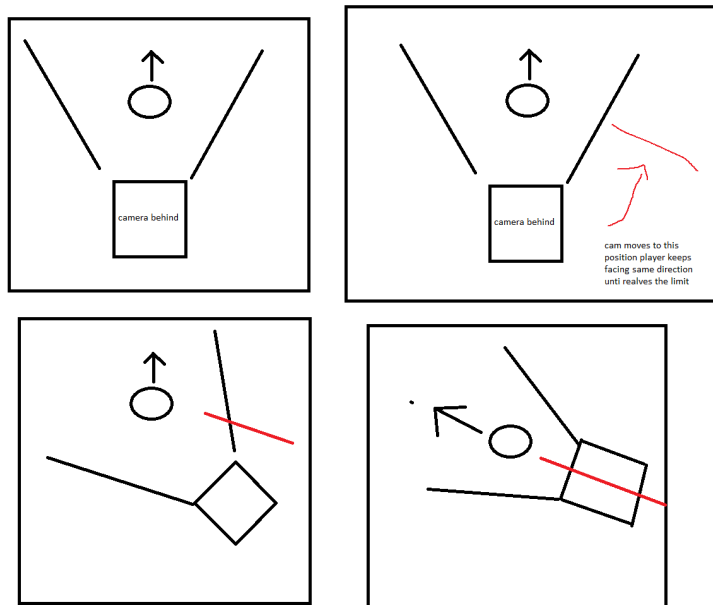
Camera

The camera is positioned behind the player in a 3rd person perspective in a static setting.

The player is facing the direction of the camera.

The camera rotation is tied to mouse movement.

The camera is positioned behind the player. The player turns to the direction to the camera when the camera position reaches a limit position by the player. [Video example](#).



Spectator mode

When a player [dies](#) and enters spectator mode, their visibility is switched to a player who is alive and use their camera view movement as their own during the spectator mode. The view is 1 to 1 meaning that if the alive player looks to the left, the player who is spectating will see that movement taking place just the same as the person alive and playing. A nice to have would be to have the possibility to switch between the alive players perspectives. As to how the person who died will spectate make it the easiest option, either random, a set player like player0 and if player 0 is dead then player1, or by proximity – choosing the player who was closest to the player who just died when they died.

When the players alive hit the [player respawn point](#) this mode deactivates and the players spectating will be respawned.

Movement

Exposed properties:

- Walking (movement) speed in number
- Running (movement) speed in number
- Aim (movement) speed in number
- Spell casting (movement) speed in number
- Jump force in number
- Added directional force while the jump

The player is in 3rd person and can walk, run, jump and **crouch**.

Key Bindings

The movement is key's bound to **WASD** keys, run to **Left Shift** key, Jump to **Space** key and **crouch** to **CTRL/C** key.

Up	w
Down	s
Left	a
Right	d
Jump	Space
Run	L Shift
Crouch	CTRL/C
Cast Spell	LMB
Aim	RMB
Switch spells	Scroll wheel

Walking/ Running

The walk is the default movement.

Greater than order:

If player is running, running trump walking.

If aiming, trump running and walking.

If spell casting, trump aiming, running and walking.



The movement in general is supposed to be quick, snappy and reactionary to the player input as it is an intense combat-oriented game. The player will likely make use of the run mechanic at most time to keep an advantage over the enemies.

The movement orientation is tied to the camera as for where the user is looking and as such if the player is walking while holding only W and starts to tilt the camera with the mouse to the right, the movement orientation is adjusted towards that direction of the new camera placement position.

Run is activated by pressing **Left Shift** key. When it is released, the player stops running and starts walking.

If the player is aiming with **RMB**, the movement state is changed from **walking** or **running** state to an **aiming** movement state. When the player stops **aiming** the movement state is returned to default walking, If the player kept the **Left Shift** key down while **aiming** and stops **aiming**, they return to **running** state.

If the player is **running** and starts **casting spells**, the movement state is changed from **running** to a **spell casting** state while casting the spells. After casting a spell there is a slight delay, preventing the player to activate **running**. When the delay is finished, the player can again **run**. If the player casts another spell after the first one, the delay is updated and applied again, looping the system. If the player kept the **Left Shift** key down while **casting spells** and stops casting the spells and the delay of the casted spell is finished, they return to **running** state.

If the player is aiming with **RMB** and starts **casting spells**, the **casting spells** movement state is applied. If the player keeps **aiming** while **spell casting** and stops **casting spells** and or the **spell casting** sequence is finished, the player returns to the **aiming** movement state.

Jump

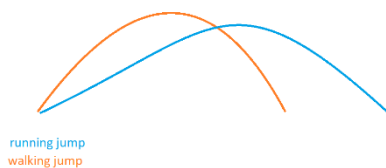
When pressing **Space** key the player jump is activated. The Jump follows the direction that the player was taking.

While in jumping state, the direction keys pressed by the player as well as the camera direction will affect the jump.

Direction key: If pressed and held the **D** key (direction towards the right side) and the direction of the camera is static, the jump trajectory will go very slightly to the right. The direction change should not feel too strong but still give the player some sense of control.

Camera direction: If pressed and held the **W** key (direction towards forward) and the direction of the camera is turned towards the right, the jump trajectory will go very slightly to the right. The direction change should not feel too strong but still give the player some sense of control.

Running and jumping boost in the jump forward, making it possible to jump bigger distances.



Falling from tall heights doesn't give the player damage.

Downed/Death

Exposed properties:

- Downed time (seconds)
- Revive time (seconds)

Downed

Scope for BETA. To be review again with Designers and programmers at a later stage!

When the player health reaches 0 they are downed, giving a resurrection possibility.

The downed player's movement and abilities is disabled *(A nice to have would be that the downed player can crawl during the downed period but not use abilities still)*

To highlight to the downed player that they are downed, an animation of them laying on the ground, a distorted effect on the screen will apply as well as a countdown/slide bar going down for 30 seconds. *(Would be nice to be able to adjust this time in blueprints).*

When the downed player is being resurrected, the counter pauses. If the player resurrecting leaves the player before they are revived, the counter continues from the last point.

Resurrection

Scope for BETA. To be review again with Designers and programmers at a later stage!

When a player is down, another player can revive that player by going up to them in close proximity and holding the E button for 5 seconds.

During the revival time, the reviving player cannot move or shoot but can still move the camera. If the player who is reviving gets hit by an enemy, they take damage like normal, but the revival timer continues despite the damage and as long as they keep holding E and in range of the player.

Death

If the downed player is not resurrected in time, the downed player dies.

When a player dies, they should get a UI saying "You are dead" with a short delay. After the UI display, then the following will take place:

When a player is dead but not all players are dead, they are now spectating the remaining alive players.

In order to be revived, the players must continue to a "spawn-point", when crossed, the dead players respawn around this area.

If all players died, it is game over: then another UI saying "You failed" with a short delay should be displayed for all players.

Player respawn-point

Currently being worded as "check point" in programming not respawn

Exposed properties:

Players should not respawn immediately but stay dead until the alive players reach a respawn-dead-players trigger line and then the dead players respawn in the designated respawn-point connected to that line. The respawn-dead-player trigger is a **ONE TIME FUNCTION**, meaning that when it is used

- A placeable **respawn-dead-players** trigger (line, space sphere, space cube) to be placed in the world where if one player crosses that point or enters that space, it will trigger the respawn of the dead players (connected to the respawn-point)
- A placeable **respawn-point** area that is connected to a specific **respawn-dead-players** trigger. The player dead players are supposed to respawn here

Placed on certain key point areas throughout the level, such as:

We need to distinguish between what are “chill area” and what is a “check-point area” or a “respawn area”.

- When entering a “chill area”
- When entering the “battle arena area”
- When exiting the “battle arena area”
- After certain amount of distance that we see fit in terms of the level design and difficulty sections in the level design (to be determined).
- When enter a respawn area (like after the forest fight in level 1 by the door and before the bridge)

Player Health

Exposed properties:

- Player health

Player has 100 health, when they get attacked, the damage decreases with the amount of damage taken.

Spell Casting (shooting/aiming)

Exposed properties:

- Camera offset when aiming (x,y)

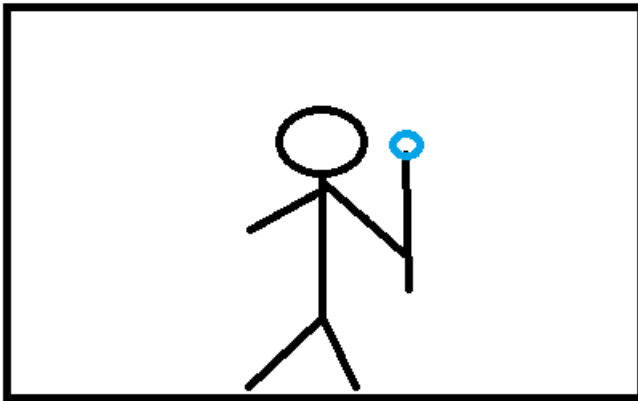
Spell selection

The player has an interface with the chosen spells that they can scroll with the **middle mouse wheel** to choose what spell is selected to be used. A spell is always select.

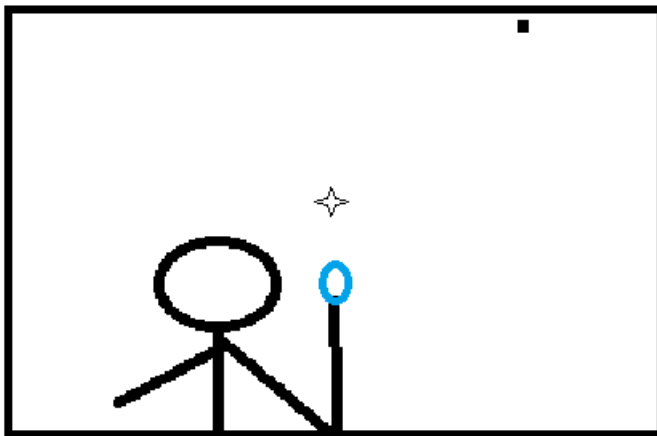
Aiming

When pressing **RMB** the aiming state starts.

Not aiming – Character is in the centre of the screen.



Aiming – the camera zooms in and the character is offset to the left and down.



If the camera turns any direction the character turns in that direction.

Spell casting (shooting)

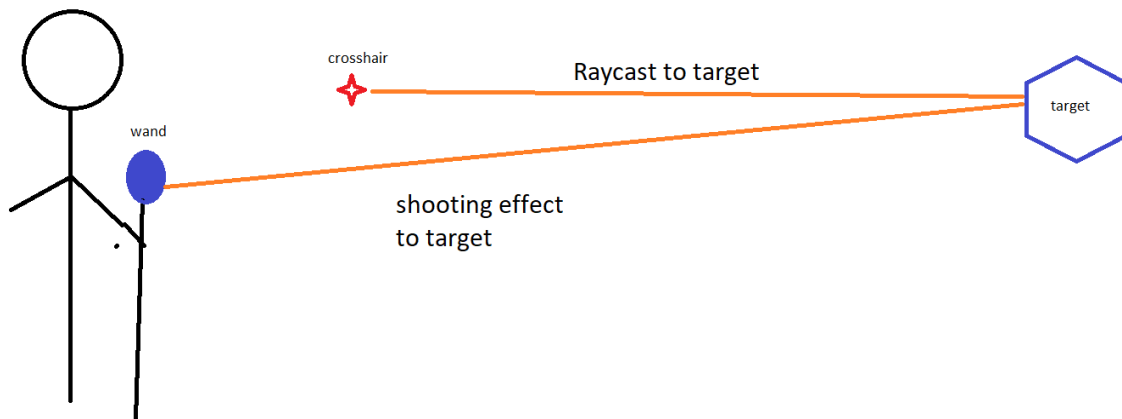
The crosshair is always in the center of the screen.

The spell itself is shot from the staff.

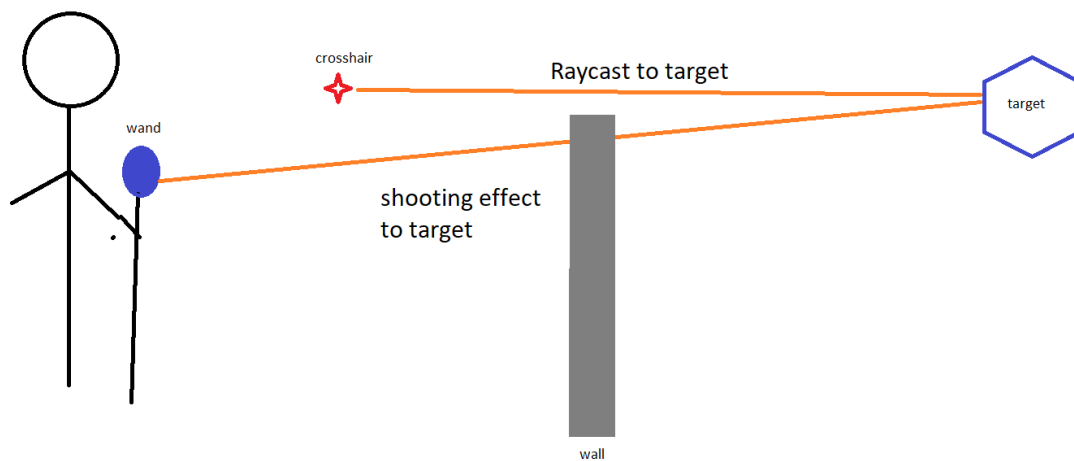
When the player presses the **left mouse button** the spell is cast and the player has a cool down time to cast the next spell.

When casting a spell, the target is set by doing a raycast from the crosshair forward.

For each [spell](#) type there will be a different spellcasting angle and distance.



Possible setbacks



If there is a wall between the wand and the target, but not between the crosshair and target, the spell would go through the wall. A possible solution would be to raycast from the wand to check for any obstructions.

Abilities

The player will have a set of abilities that they can choose from in each chill area.

[Abilities excel](#)

Cooldown

The cooldown is activated when the magazine reaches 0 or on pressing “R”.

Damage

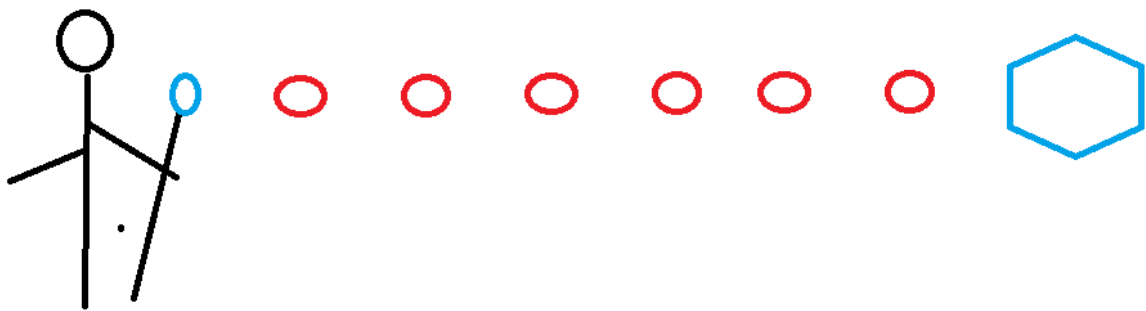
Fire

Combustion spell that burns enemies, progressively taking HP from them.

The Fireball spell is shot directly from the wand at a flat angle and fizzle when the lifespan is finished or when hitting a target.

It has a channel time when the shooting button is pressed that creates a buffer between the button press and the moment it leaves the wand.

The fireball travels at a determined speed at straight angle from the wand to the target.



Storm

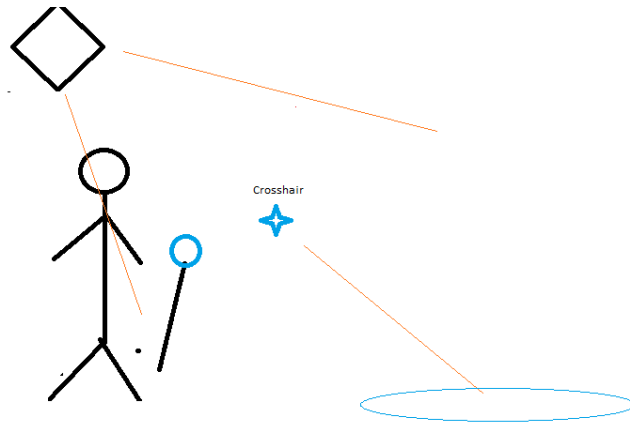
Use lightning power to destroy big area of enemies.

When the Storm ability is selected, when you cast the spell without aiming the storm is produced in the spot where the raycast hits the ground.

When aiming, a circle of area of effect is created in the ground where the ray is hitting until the spell casting button is pressed triggering the spell.

The aiming ray doesn't stop when hitting the enemy, making it so that you can produce a storm behind the enemy if you don't aim correctly.

Maybe for second iteration: when aiming the area starts small and grows gradually the more time it's pressed.



Support / Defence

Freeze

The freeze spell has two consequences:

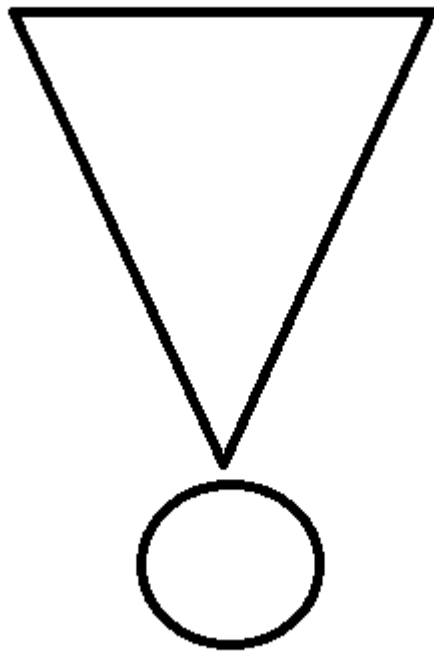
- On hitting the enemy, it freezes the enemy in place.
- On hitting the ground, it creates a ice spike that comes from the ground.

While pressing lmb freeze continuously shoots a snow ray that depletes at a rate of 15/s with a total reserve of 100.

Air

Push enemies out the way.

The air burst spell is cast in a cone shape, so the effect is spread out to the enemies, and as it hits them, they stop moving and pushed away 5 meters from where they were.



Character

Attributes

- Health
- speed

Enemies

Numbers on [excel](#).

Exposed properties:

- Damage given
- Attack cooldown
- Spawn point placement
- Speed
- Follow range
- Attack range

Easy Enemy – Priority 1

- Easy to kill
- Will stop following out of range
- Come in numbers
- Small damage

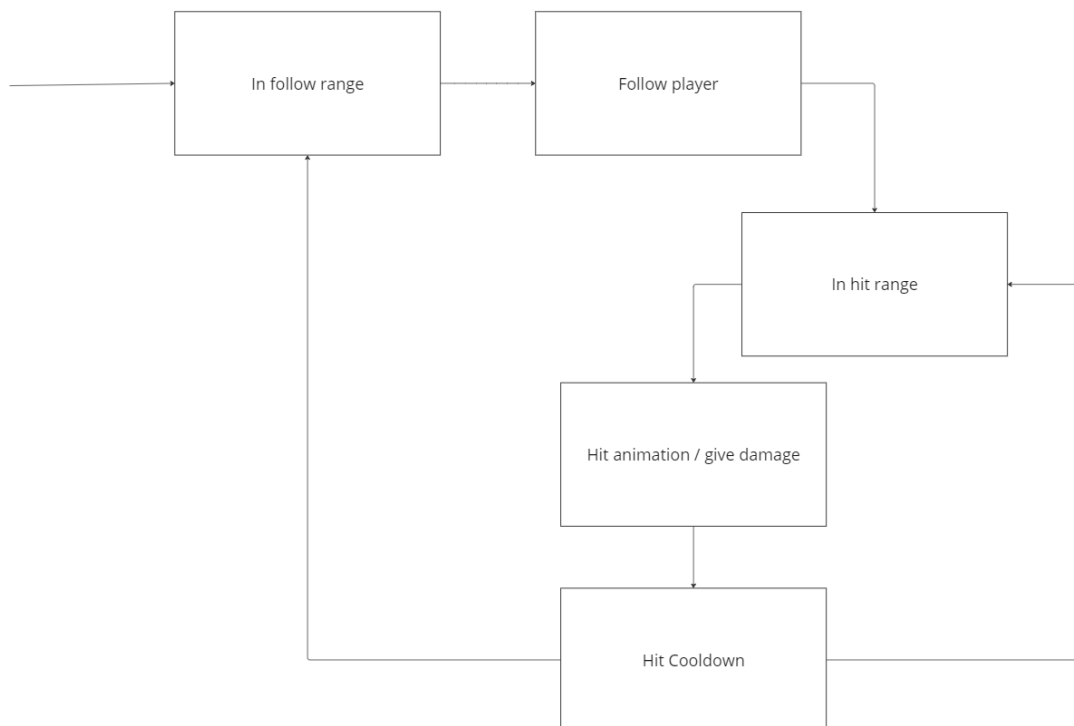
The easy enemy targets the closest player in follow range and follows him until they are inside the attack range. On attack range, the attack animation is activated, making the enemy perform the attack and at the strike point of the animation it deals damage to the player.

Attack animation description:

- Charge fase (works as a time buffer for the player to have some tie to react to the attack)
- Hit fase

After hitting the player, if the enemy is still in attack range, it will have a small cooldown of about 0.5 seconds so they can start the attack again.

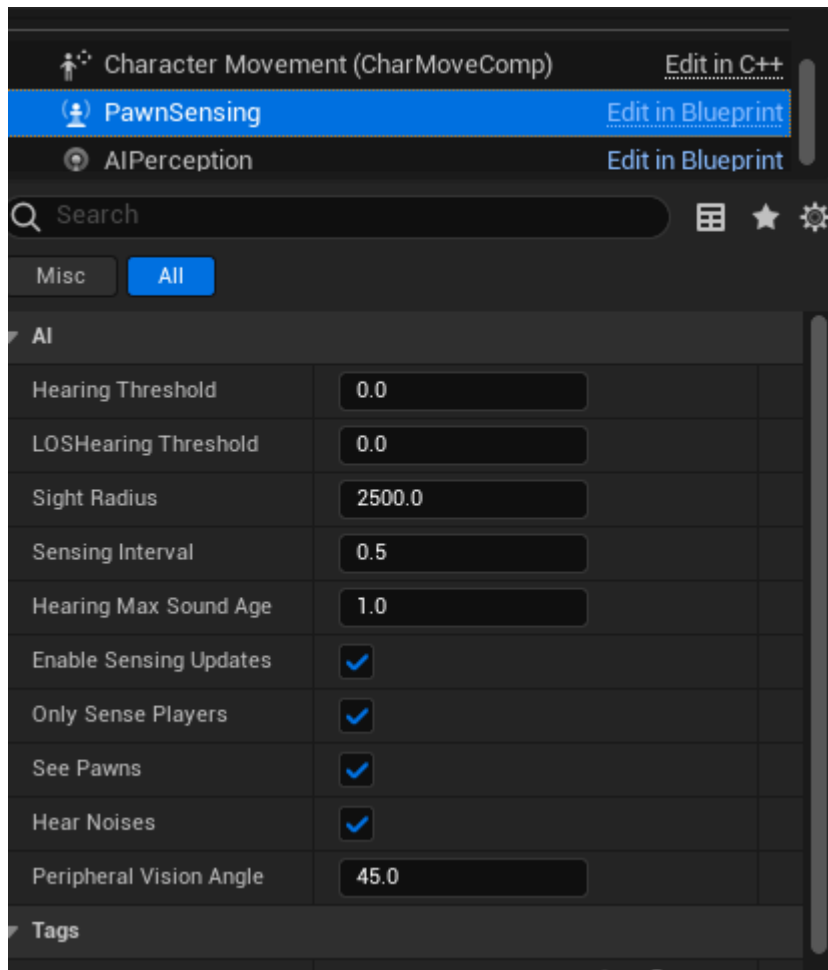
If they are out of attack range, they go back to follow mode and the cycle repeats.



Following

This enemy follows the player to attack them. They have a follow range, when they are out of it, they stop following and just wonder around.

For the questions about following



Attack

When the enemy is in close range, it does a melee attack.

Placement

The enemies will be placed on the level.

Health / Taking damage

When an enemy takes damage, they lose health equal to the damage, the hit animation of the spell they were hit with plays and a [ui health bar](#) pops up on top of their head.

When an enemy is hit, they stop moving or attacking for 1 second and proceed doing their actions.

When the health drops to zero, the enemy death animation plays, and the enemy is destroyed from the scene.

Hard Enemy – Priority 2

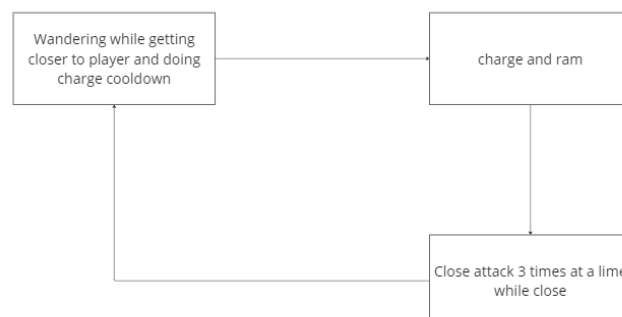
[Enemy stats in excel.](#)

Big enemy suggestion 1 – Brute

Exposed Variables:

- Charge cooldown
- Charge anim time
- Charge speed
- Wander speed
- Ram attack damage
- Normal attack damage
- Player knockback distance – in player

Heavy enemy loop

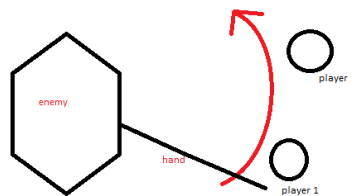


When the enemy detects the player, it slowly follows them, while having a 10 second charge cool down. When the cooldown is done, the enemy goes to the charge animation state for 3 seconds and charges towards the player, doing a ram attack and knocks back the player.

After this ram attack enemy attacks the player with the close attack 3 times in a row and stops for 3 seconds and restarts the attack, until the player is out of range.

The enemy doesn't stop when hit by a spell.

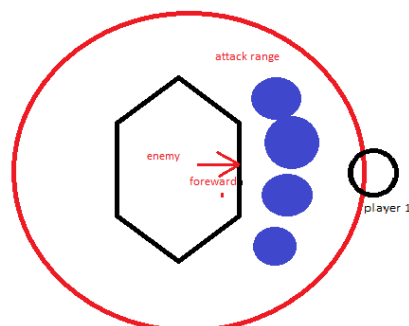
When the player is hit it gets stunned for about 1 second losing control of movement and spell casting.



Big enemy suggestion 2 – Spewer

This enemy moves quite slowly.

When they are in attack range of the player the spewer creates an area of effect of dark magic (in purple below) that if it hits the player or if the player steps on it gives damage and tick damage to the player. This dark magic stays in the world for 10 seconds after spawned, inflicting damage on players that walk on it.



Dummy

The dummy is a placeholder for the enemies, where the players can test the spells on them.

They are in the lobby area and chill area.

When a dummy is hit by a spell, a damage pop up comes out of it to simulate a real attack.

The dummy doesn't have health and never gets destroyed.

Art

Character description

Animations – Main characters

- Idle
- Walking
- Running
- Casting spell
- Aiming
- Take damage

Animations – Enemies

- Idle
- Walking
- Attack – charge and strike
- Dying (still have to see how they die according to the effects)

Dummy

- Knockback

UI

In game

On damaging the enemies, damage points pop up from them.

The enemies have a health bar on top of them that shows up when you hit them and after 2 seconds of not getting damaged, it disappears.

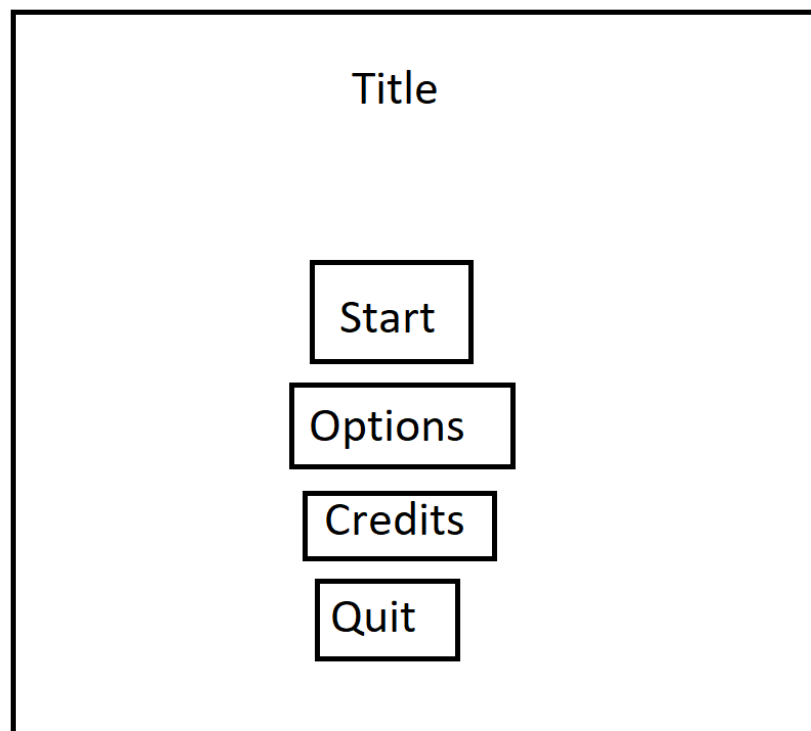


VFX

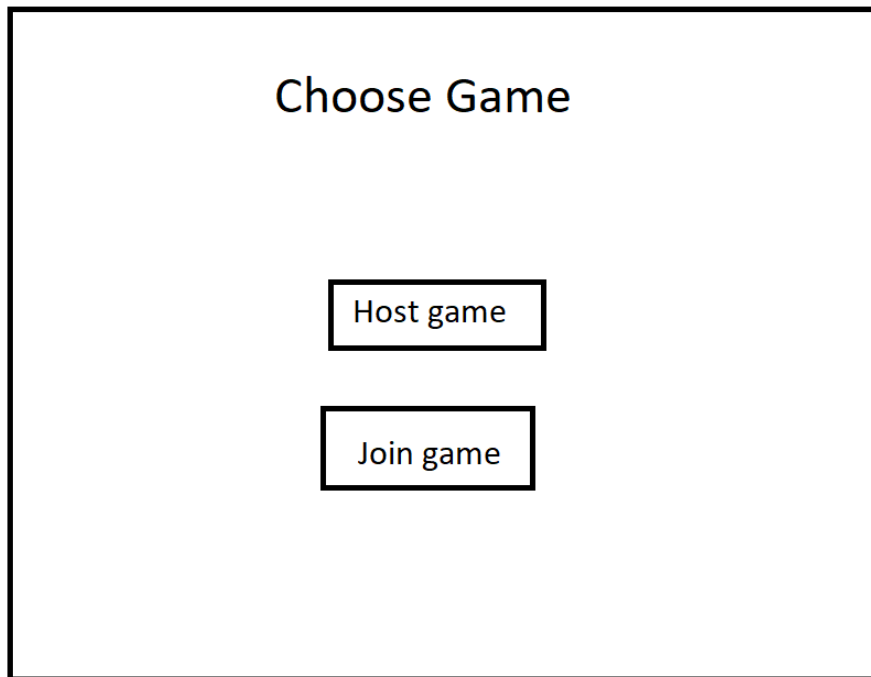
Spell casting vfx – Divide each type of vfx for each spell

Spell interaction with the enemy effect.

Main menu



On start press



A rectangular menu box with a black border. At the top center is the title "Choose Game". Below the title, centered, are two buttons: "Host game" and "Join game", each enclosed in a smaller rectangular box.

Choose Game

Host game

Join game



A rectangular menu box with a black border. At the top center is the title "Host game". Below the title is a text label "Server name:" followed by a horizontal line for input. At the bottom center is a button labeled "Create server" enclosed in a rectangular box.

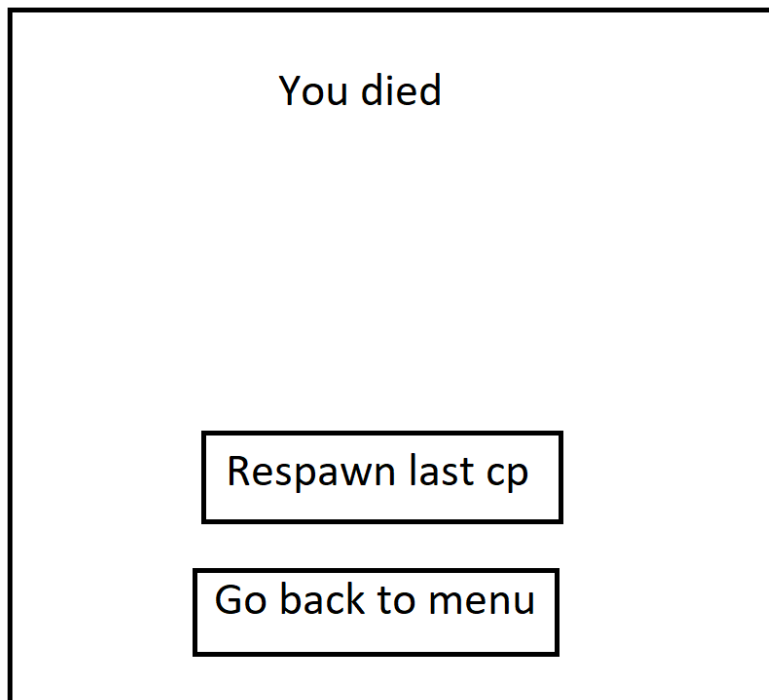
Host game

Server name: _____

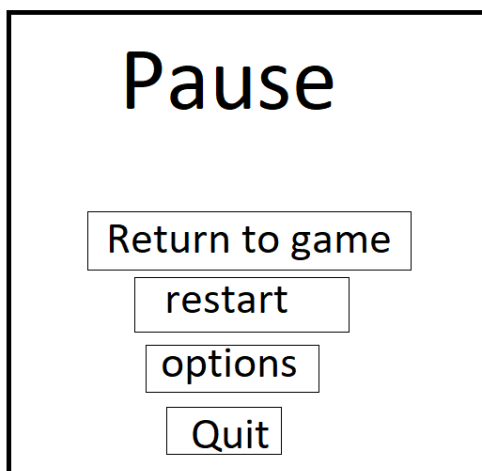
Create server

Game over menu

On the death of all the player of the team, a game over screen appears with the option to respawn on the last checkpoint or go back to the main menu. This screen overlays the active level.



Pause menu



Spell selection

If player interacts with prayer tree the pop up screen appears.

Pop up window when you pray inside the chill zone.

Player starts prayer and the spell choice appear.

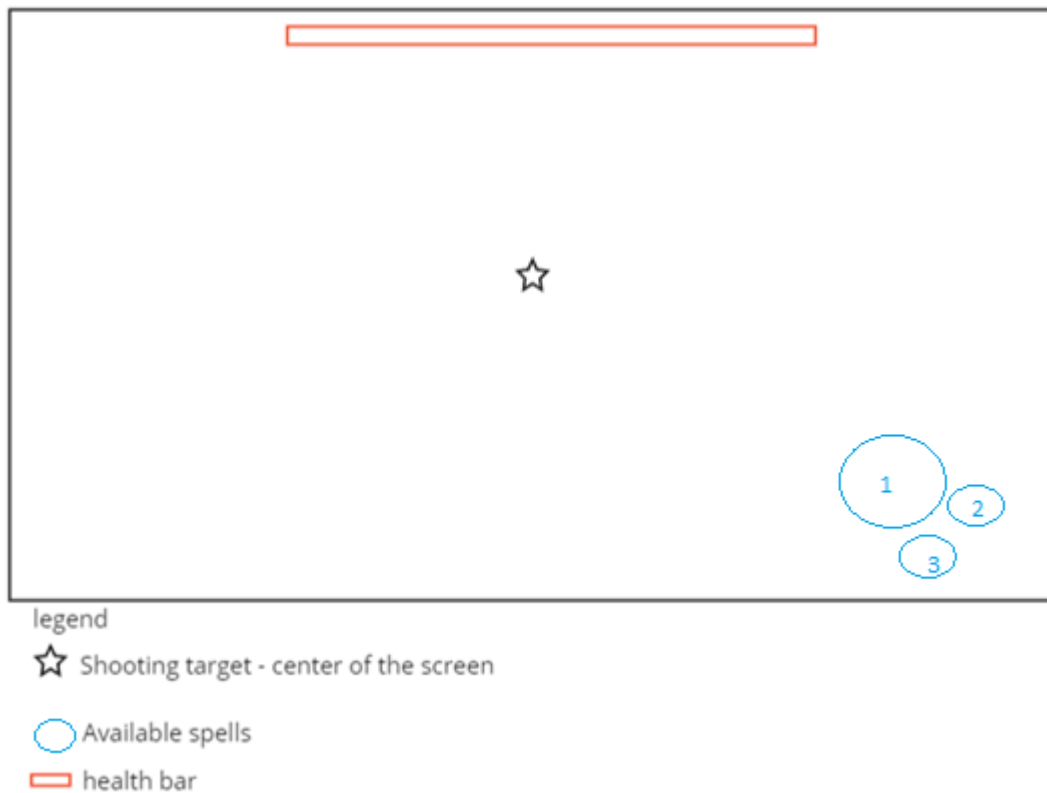
Player can leave the screen without choosing all the spells.

Every player has to have chosen spells before starting the next level.

When **hovering** a spell a description of it appears.

Damage	Deffense/support	Healing
 	 	 
 	 	 
Select spells 0/3 Stop prayer		

HUD



The spells are represented in the right bottom corner, with the active spell in the 1 circle that is bigger than the others, 2 and three are the next spells respectively.

Then you scroll the mouse wheel the spells switch positions 2 going to 1, 3 to 2 and 1 to 3.

Audio

SFX

- Shooting
- Walking
- Enemy noises
-