ALBERTUS'S POTION QUEST

STORY

- Orphaned Albertus has just joined the Pendarth Alchemy Academy
- Headmaster Professor Magnus has gone missing, rumored to be held hostage by his arch-nemesis, Llull. Llull is working on a diabologic potion he plans to use to enslave the world.
- Defying orders from other professors, Albertus leaves his dormitory on a quest to find Headmaster Magnus.
- Albertus realizes after leaving the Academy he has left his potion book at home. With a basic knowledge Alchemy, he presses forward to rescue Headmaster Magnus!

GAME PLAY

- Puzzler with inspiration from Puzzle Quest and Potion Explosion.
- Matching of minerals adds them to Albertus's potion bottle, where they can be used for attacks or defense. Minerals are different shapes in consideration of color-blind players.
- Advanced mixing minerals in the potion bottle results in a potion that has advanced abilities.
- Each level consists of a new backdrop, but the gameplay stays the same (except for increasing in difficulty with time, HP, and attack points).
- Albertus can deal or sustain HP damage. The goal is to defeat the enemy before time runs out, or before HP reaches 0.
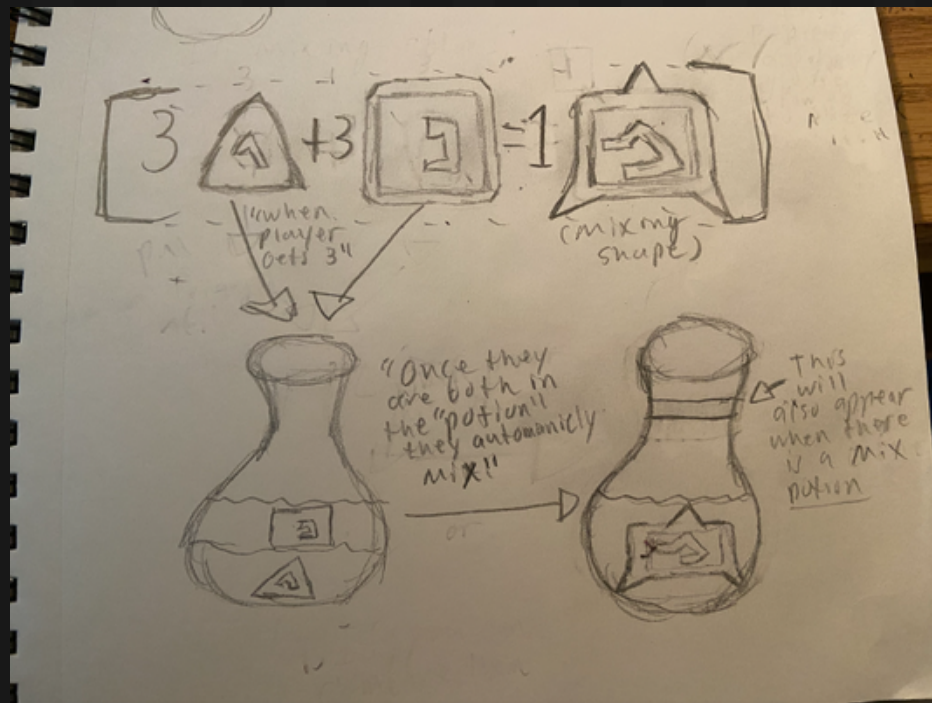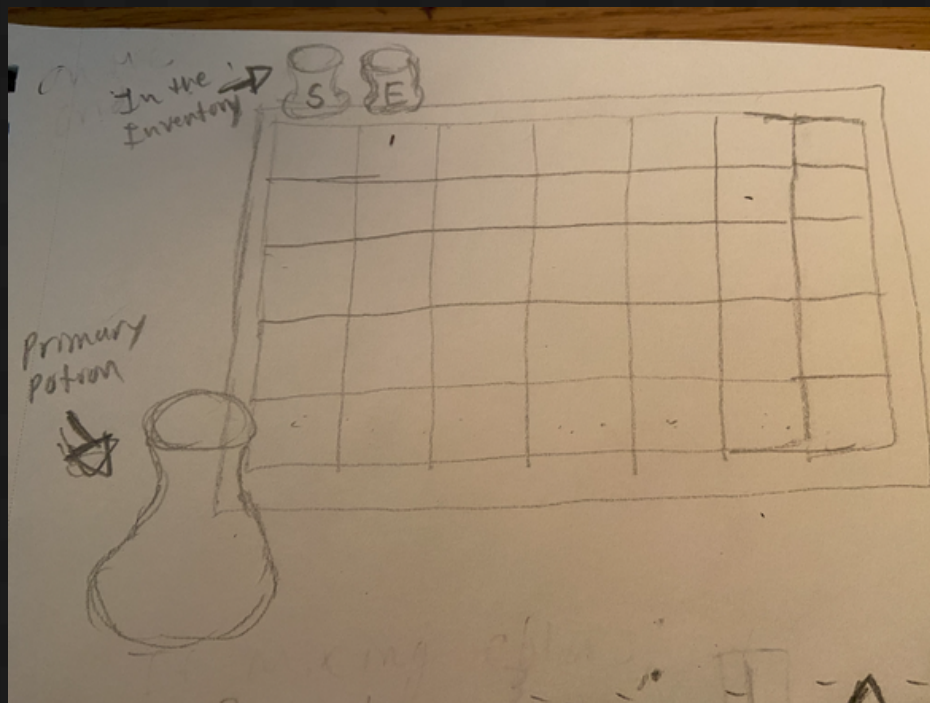- Each level has a different foe/antagonist.

WIRE FRAME
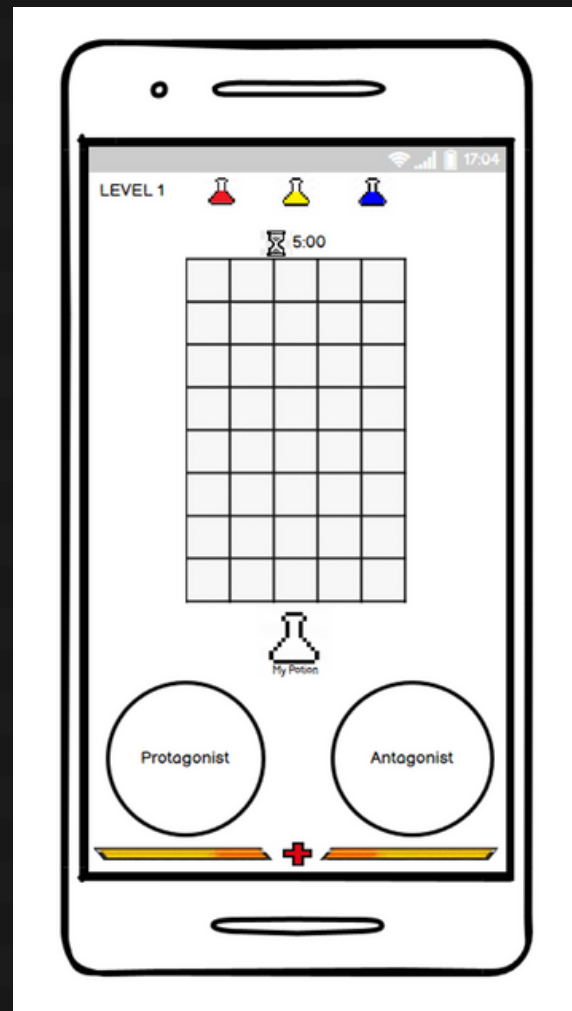
MECHANICS AND CONTROLS

- Basic grid with randomized tile pieces the fall from the top. There are three base colors of minerals: Red, Yellow, Blue, and a "Skull".
- Minerals in the grid can be flipped horizontally or vertically by swiping.
- 3 matched minerals adds the mineral to the potion bottle.
- Tapping the potion bottle executes whatever the color of the mineral is (Red and Yellow are Punch/Kick, Blue creates a shield that will sustain a damage once, and then disappear).
- Damage is mainly dealt by matching skulls in the grid.
- Mixing minerals into either Green (Yellow and Blue), Orange (Yellow and Red) or Purple (Blue and Red) will allow Albertus to Heal, Cast a Spell, or Deal Poison damage to their foe. Over-mixing results in the opposite behavior.
- Level advancement only occurs by defeating the foe within the time limit.
- End of game is either an instance where Albertus dies, or Headmaster Magnus is found. Continues will be an option.

CONCEPT ART

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