

Molecule Monsters (tentative title) is a battle tower RPG type game in which the player goes through a series of battles. Each floor consists of a one on one battle against a monster with some floors being boss floors. To do damage to monsters, players must create molecules in a 3D space using their knowledge of molecules and a selection of atoms available to the player. The molecules created are mapped to different attacks. Each monster can be exploited from its weaknesses, but the monsters have strengths as well.

The combat consists of the player creating molecules in a 3D space. This space will contain a base atom the user has chosen. The atom, like the monster, will have strengths and weaknesses. The atom that serves as a base will stay on the field and the player must build molecules using the base atom. So if a player goes into a floor using an Oxygen atom, the player can create attacks using molecules that contain oxygen. The player can choose from a line of randomly generated atoms on this side to create the molecule. If the atoms presented are to the players dislike, the player can choose to reroll the atoms. The more atoms a molecule has, the bigger the attack! The player will have the option to zoom in and out of the 3D field in so that the molecule can be in full view, the camera can be moved as well. When a player is finished creating the atom, the player can flick the molecule towards the monster to commence the attack.

Attacks will be based on simple elemental.

Earth

Fire

Wind

Water

Heart

Probably more

The battles will be turn based. Each player turn will require an action from the player. Actions include attacking or using an item. (IDEA) Rerolls take a turn to do, but you can still attack or use an item on the same turn you choose to reroll. The reroll will happen when the turn ends, so if the player wants to see if a better combo can be made using a new set, they can still attack with anything they might possibly have currently.

The game ends either when the player reaches the top of the tower or is defeated by a monster. (IDEA) If the player is defeated, they are sent to the beginning of a sequence. A sequence being the first monster at the beginning of the game (First sequence) or the first monster after the last boss defeated. The player has the option to visit previous floors they have defeated to train.

(IDEA) The player has the option to enter a training room in which they can practice making different molecules. All atoms will be available to the player so they can come up with possible attacks to do when they get the chance to during a real battle. The player also has the option of simulating a real battle by having the atoms become randomized.