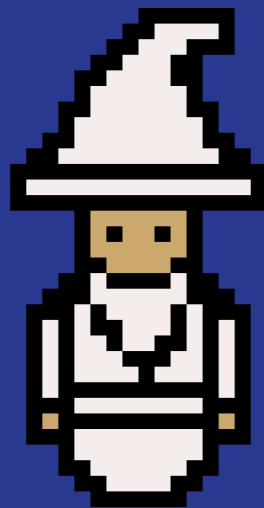


SPeLLING

TeST

Yu-Ching Ho
Nathanael Omnes

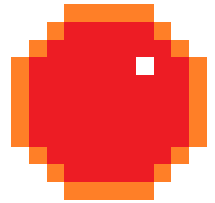
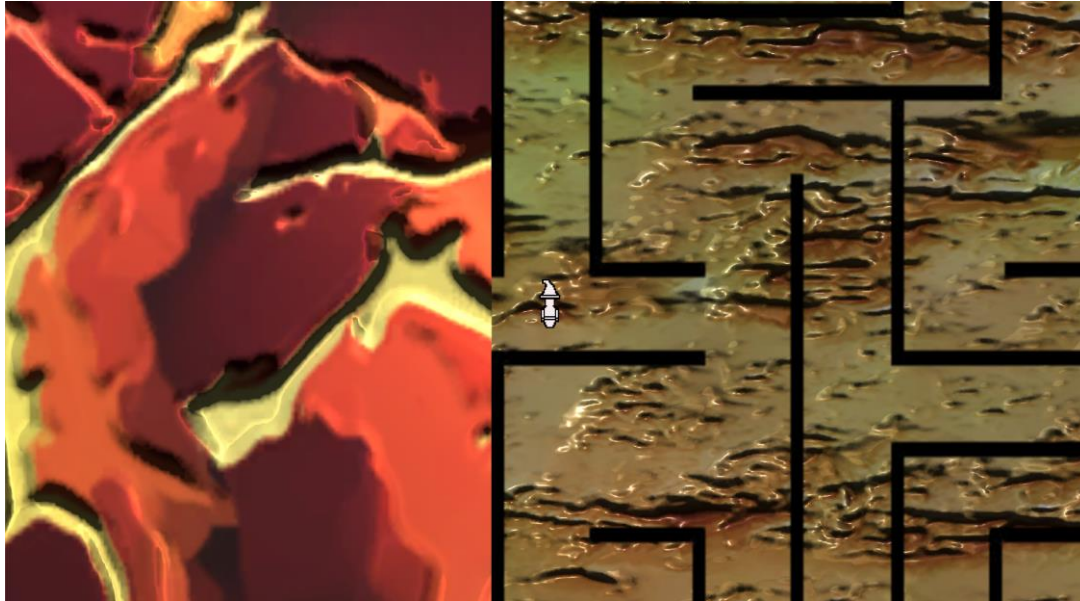
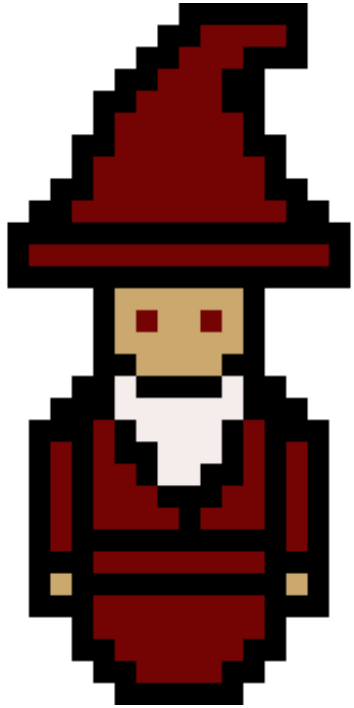


Introduction

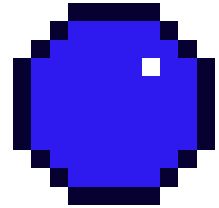
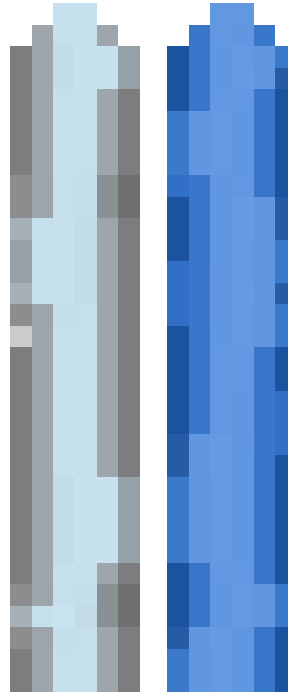
- *Spelling Test* has moved over to Unity and been scaled down.
- Removed over-world map and less Elemental Masters to fight.



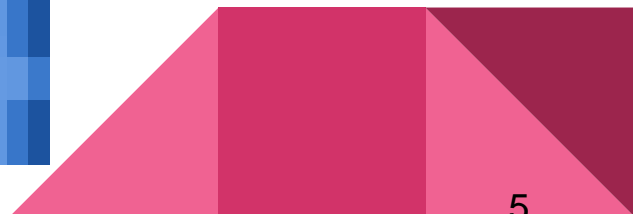
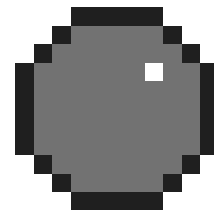
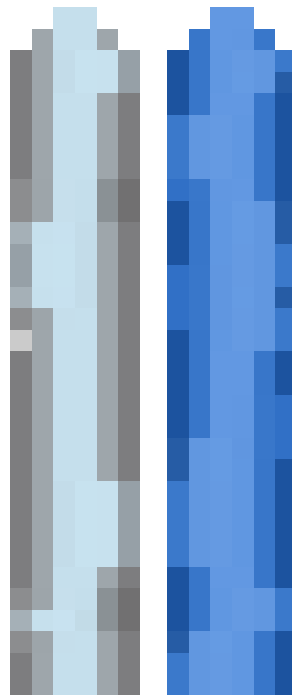
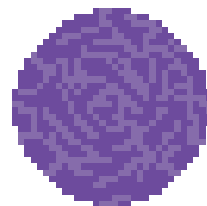
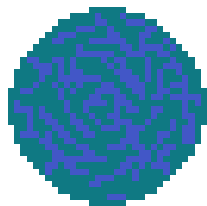
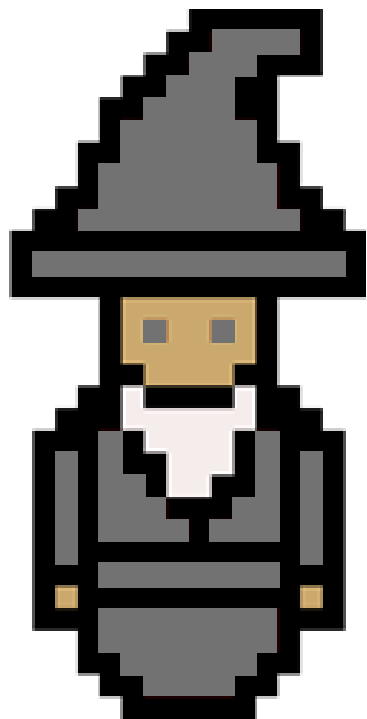
Fire Master



Water Master



Grand Master



Story

- Used cut-scenes
- Linear progression
- Gets chunked out of the Wizard Tower
- Travels and beats the other Masters
- Powers up to face his old Master



Audio

Free sounds created by other developers

Modified them with Audacity



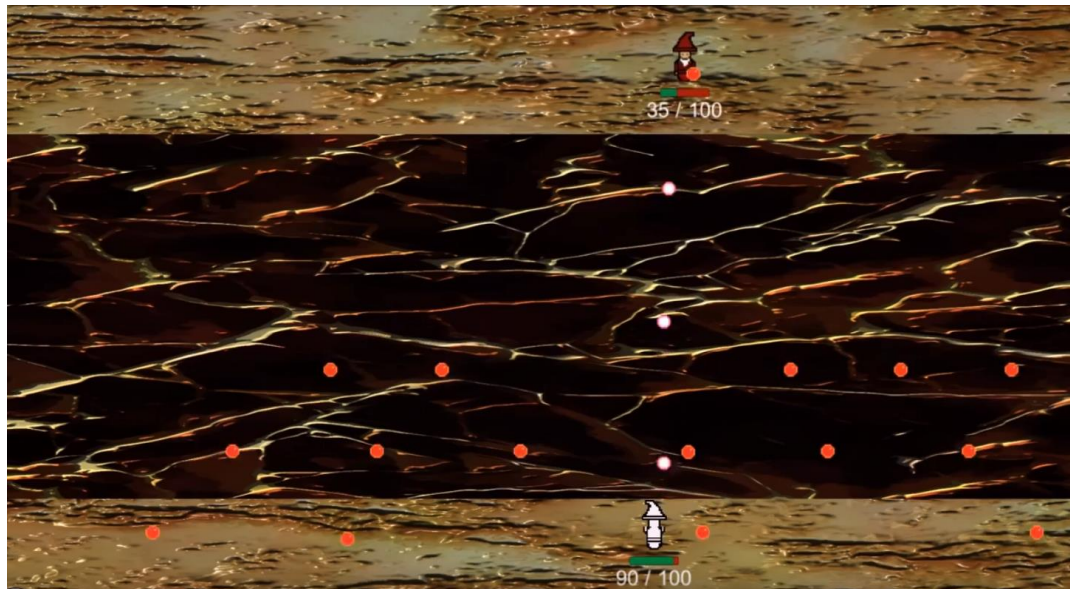
Enhancement of the user experience with:

- Ambiance music
- Audio effects appearing on special events

Risk Analysis (Project) Updated

| Risks | Probability ($\frac{1}{5}$) | Severity($\frac{1}{5}$) | Risk level |
|------------------------------|-------------------------------|---------------------------|------------|
| A late change of game engine | 5 | 1 | 5 |
| Lateness/non-participation | 4 | 3 | 12 |
| Bad team communication | 1 | 3 | 6 |
| Missing work | 3 | 3 | 9 |

Final Demo



Questions?

