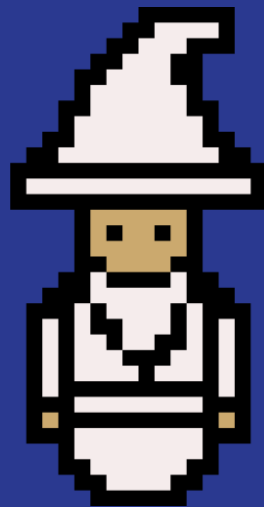


SPeLLING

TeST

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Introduction

- *Spelling Test* will mix top-down shooter and rpg mechanics to create a game with the rich story and progression of an RPG with the challenging real-time combat and boss battles of a well made action shooter.
- *Spelling Test* was inspired by several different games, most notably the critical-success, *The Binding of Isaac*

Story

- Our story begins with a young apprentice **Wizard** being kicked out of the 'Wizard Tower' by the master there, who tells him he doesn't have what it takes to ever become a full-fledged Wizard
- Determined to prove him wrong, our protagonist begins his journey to travel to the different **elemental sites** of magical power and defeat their **Guardian Wizards** to prove his worth
- After defeating these **Guardians** and learning their secrets, our hero will return for a final showdown with his **old master, the most powerful Wizard** in the land

Gameplay

- *Spelling Test* will have two main areas of gameplay:
 - Overworld - In the overworld map, the player can travel to different locations on the world map, talk to NPCs and several other non-combat interactions
 - Battles - The game will have a unique battle map and unique battle mechanic for each Guardian battle in the game and one for the final boss

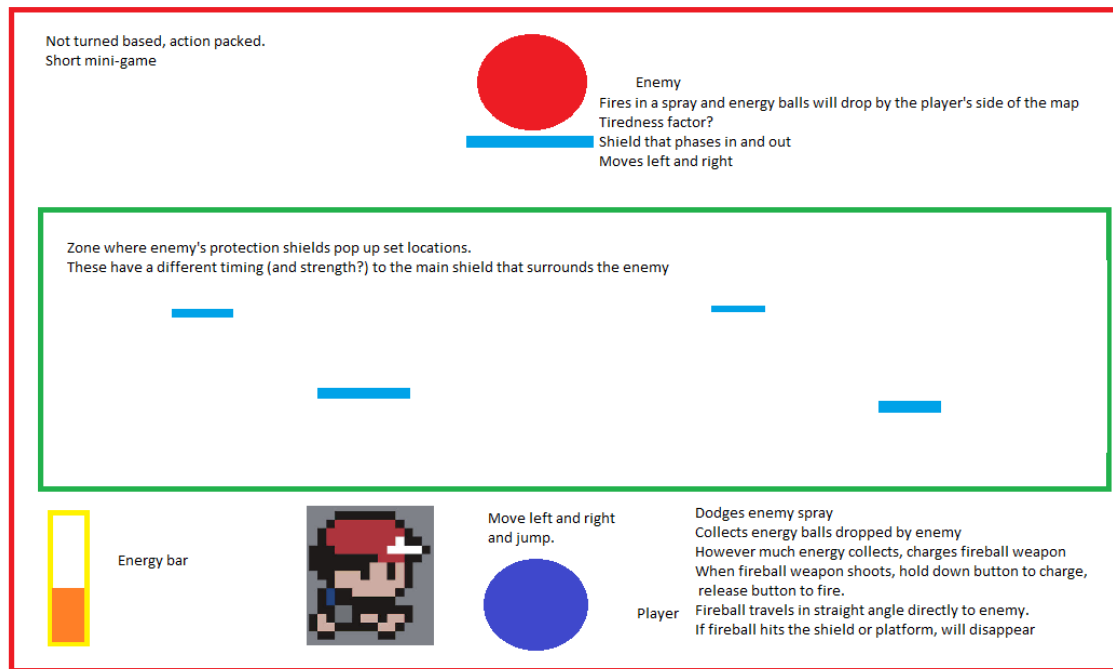
Gameplay

- The player will learn new **spells** on his travels, being able to use a spell of each **elemental type** when he defeats the linked **Guardian**
- The **combat mechanics** will increase in complexity as the game progresses and the player collects new spells.
- Spells will be more than simple re-coloured projectiles, there will be several **utility spells** (eg **Earth shield**, **Ice Wall** etc) to give the player a fun toolkit to utilise

Gameplay

An early prototype idea for one of the many boss battles we will have in the game:

Each one will be different!



Characters

- **Apprentice Wizard** - Our main character - nameable by the Player
- **Master Wizard** - The final boss and may appear to influence the story at a certain point in the game
- **Elemental Guardians** - Elemental masters who guard the secrets of the sites of power
- **Assorted NPCs** - they may have information for the player, provide side quests and more

Graphics

- *Spelling Test* will use a simple pixel art style. By choosing to make the game 2D with a simple, colourful aesthetic, we can make the game world itself larger, more interesting and more content-rich. A Retro-style also fits the game world very well
- We will use software such as **Photoshop** and **PISKEL** to create the sprites, backgrounds and images required for the game

Audio

- *Spelling Test* will again remain true to the Retro theme and use simple 16-bit sounds and chiptunes to provide the main audio.
- Potential for some **unique music** and effects courtesy of a Music Tech contact of the group
- We will primarily use **AUDACITY** for sound editing and perhaps take advantage of stock chiptunes, music and effects for our non-original sound

Platform & Pricing

- *Spelling Test* would be best suited to PC, but could also work well as a handheld or mobile game
- The game would be released as **free-to-play** on both PC and mobile with perhaps an **advertisement-based model** to generate some revenue
- If it proves popular, *Spelling Test* could be released on **Steam** with added features and new updates for a very small price

Target Market

- *Spelling Test* should be an attractive game for all audiences and ages. The Retro-aesthetic is well liked by all sorts of different gamers
- The steadily increasing challenge of the game and the interesting mix of genres should also attract **experienced gamers** looking for something different
- We can conduct some **market research** using **UWS students** as a base to find out more concrete data about the type of player-base our game will attract

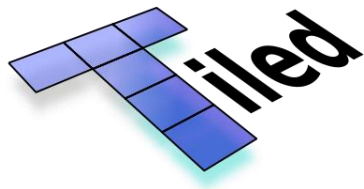
Risk Analysis (Project)

Risks	Probability ($\frac{1}{5}$)	Severity($\frac{1}{5}$)	Risk level
A late change of game engine	1	4	4
Lateness/non-participation	2	3	6
Bad team communication	2	3	6
Missing work	3	3	9

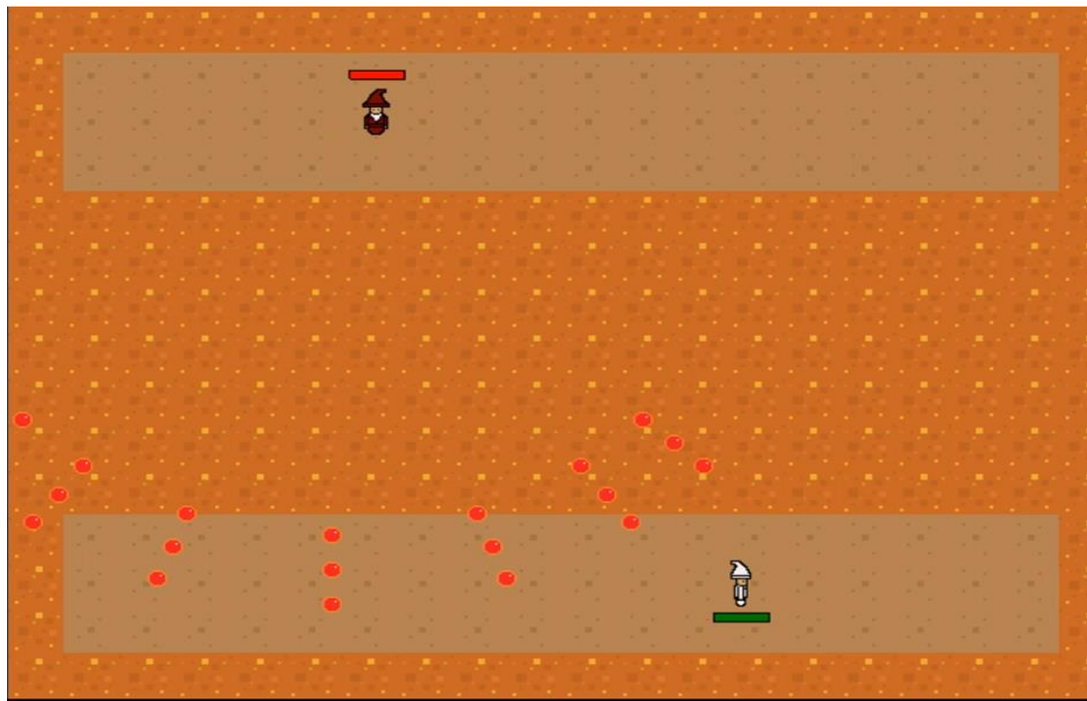
Risk Analysis (Game)

Risks	Probability ($\frac{1}{5}$)	Severity($\frac{1}{5}$)	Risk level
Visual attractiveness	2	1	2
Too difficult/easy	3	2	6
Mechanics not enjoyable	2	3	6
Not understandable	2	4	8
Too many bugs	3	3	9

Software



Prototype Demo



Questions?

