**Mini NEA: SpellCast**

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**Introduction**

**Analysis**

**The problem:**

People need entertainment. While there are many games avaliable, few are multiplayer. It can be difficult to connect with friends across long distances regularly. So we are developing a game that is short, snappy but interesting. This should make it easy to connect repeatedly and build a relationship with friends.

**Stakeholders:**

Our stakeholders are going to be everyone who enjoys playing online games and we will be testing our product between a few iterations to get feedback throughout the process. In particular, we will be testing the demographic of school students as we believe the group most impacted, as well as family and friends from Australia and India.

**Research:**

The game we have taken inspiration from is Divineko: Magic Cat, it has an interesting concept of drawing spells to cast them. However, we think the layout of the game is not compatible with multiplayer, so we abstracted it. We also took inspiration from mastermind the boardgame, where you crack codes.

**Features:**

ack codes. We plan to include ai, to pick up on visual cues like forming the symbols for fire. We also plan to include

**Design**

**Structure:**

**UI:**

**Decomposition:**

**Algorithms:**

**Test data:**

**All of that is here:**

**A collage of different symbols

AI-generated content may be incorrect.A white board with writing on it

AI-generated content may be incorrect.A white board with writing on it

AI-generated content may be incorrect.A white board with blue writing

AI-generated content may be incorrect.**

**Development**

**Evaluation**