March 11, 2025

GAME DEVELOPMENT FOUNDATIONS

- rock, fire, water, air
- zach is gonna kill us :3 — in reference of him
- witchy vibe?   wanting to make
- alchemy   thermite
- check out little alchemist 2
- card battles?

Collaborative 2D Game Project ⌄

📅 Events

general ⌄   +
\# 💬 -general   👥 ⚙
\# 📋 -rubric
\# 🪪 -due-dates
\# 💡 -ideas
\# 🗂 -resources
\# 🔗 -repository-link

teammates ⌄   +
\# 🍺 -becca
\# 🎉 -marcus
\# 🐶 -owen
\# 🚬 -zach

Voice Channels ⌄   +
🔊 general
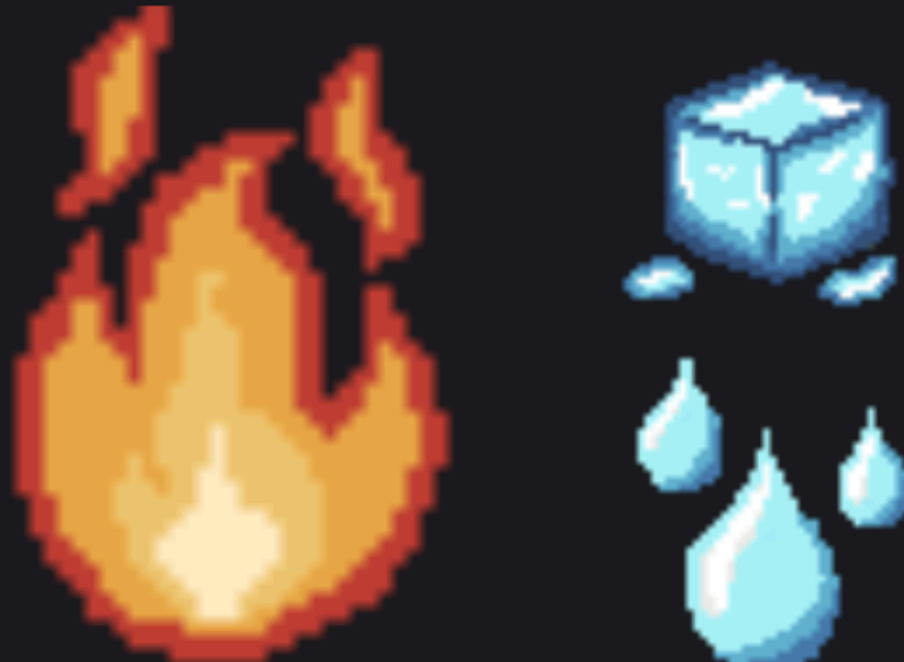
ummmm

ima do this palette

https://lospec.com/palette-list/apollo

Lospec

Apollo Palette

Download this palette for free as a PNG, PAl, ASE, TXT, GPL or HEX file.

becca :3 2025-03-21 8:08 PM

👍 1

8:09 PM

👍 1 🔥 1 1

👍 1

👍 1

becca :3 2025-03-21 8:18 PM
does this even look like paper

🤣 1

👍 1 1 1 1

it looks like toast to me
or do i do some more like this

becca :3 2025-03-21 3:37 PM
what should be the name of our game?

3:40 PM

which name do you fw heavy

1. Hocus Combocus — 3 votes **30%** ✅

2. Wacky Elements — 0 votes **0%**

3. Mash & Magic — 0 votes **0%**

4. Sizzle & Fizzle — 1 vote **10%** ☑

5. WhizCraft — 2 votes **20%** ☑

6. Coven Craft — 0 votes **0%**

7. Bewitch & Brew — 1 vote **10%**

8. Moonlit Mixtures — 1 vote **10%** ☑

9. Spellchemy — 1 vote **10%**

Collaborative 2D Game Project

File   Edit   View   Insert   Format   Data   Tools   Extensions   Help

A1 | combination for potions - becca

	A	B	C
1	**combination for potions - becca**	**element/materials**	
2	frog legs + water = turns user into a frog	wood	
3	sun + water = heals ailments, restores energy	fire	
4	eyeball + moonlight + ink + crystal = allows caster to see through walls and into the spirit world	water	
5	sun + water + moonlight = blood moon appears, causing restless spirits to arise - *During a blood*	sun	
6	bat wings + water + rock = grants temp invisibility in the dark	rock	
7	sun + fire + paper = creates an everlasting floating light - like that spell in elden ring :3	*snow*	
8	eyeball + moonlight + water = lets user see invisible creatures	paper	
9	iron + salt + rock = creates magical barrier	mushroom	
10	blood + mushroom + feather = turns user into a random animal	frog legs	
11	ink + paper + eyeball + water = lets user replay sounds or conversations from the past	feather	
12		moonlight/moonlight essence???	
13		bat wings	
14		eyeball	
15		crystal	
16		iron	
17		salt	
18		blood	
19			
20			
21	**combinations for potions - zach**	**elements/materials**	

becca :3 2025-03-22 9:02 PM

Collaborative 2D Game Project

A1 | combination for potions - becca

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13		bat wings	
14		eyeball	
15		crystal	
16		iron	
17		salt	
18		blood	
19			
20			
21	combinations for potions - zach	elements/materials	

👍 1   ❤️ 1   😊

lemme know what y'all think of these

also if there are any spell combinations that you would like to see in the game, lemme know 🐸

```csharp
        static Texture2D crystalTexture = Graphics.LoadTexture("../../assets/materials/crystal.png");
        static Texture2D eyeballTexture = Graphics.LoadTexture("../../assets/materials/eyeball.png");
        static Texture2D featherTexture = Graphics.LoadTexture("../../assets/materials/feather.png");
        static Texture2D frogLegTexture = Graphics.LoadTexture("../../assets/materials/frog leg.png");
        static Texture2D iceTexture = Graphics.LoadTexture("../../assets/materials/ice.png");
        static Texture2D ironTexture = Graphics.LoadTexture("../../assets/materials/iron.png");
        static Texture2D moonlightTexture = Graphics.LoadTexture("../../assets/materials/moonlight.png");
        static Texture2D mushroomTexture = Graphics.LoadTexture("../../assets/materials/mushroom.png");
        static Texture2D snowTexture = Graphics.LoadTexture("../../assets/materials/snow.png");
        static Texture2D sunTexture = Graphics.LoadTexture("../../assets/materials/sun.png");
        static Texture2D waterTexture = Graphics.LoadTexture("../../assets/materials/water.png");
        static Texture2D roseQuartzTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/rose quartz.png"); ---------------------
        static Texture2D animalFurTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/animal fur.png"); ---------------------
        static Texture2D clayTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/clay.png"); ---------------------
        static Texture2D spiderSilkTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/spider silk.png"); ---------------------
        static Texture2D tongueTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/tongue.png"); ---------------------
        static Texture2D dolphinFinTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/dolphin fin.png"); ---------------------
        static Texture2D inkTexture = new Texture2D(); //Graphics.LoadTexture("../../assets/materials/ink.png"); ---------------------

        //Basic Materials
        public static Material Junk = new Material("Junk", []); // Junk is made from unsuccessful combinations
        public static Material Fire = new Material("Fire", [], fireTexture);
        public static Material Blood = new Material("Earth", [], bloodTexture);
        public static Material BatWing = new Material ("Bat Wing", [], batWingTexture);
        public static Material Crystal = new Material("Crystal", [], crystalTexture);
        public static Material Eyeball = new Material("Eyeball", [], eyeballTexture);
        public static Material Feather = new Material("Feather", [], featherTexture);
        public static Material FrogLeg = new Material("Frog Leg", [], frogLegTexture);
        public static Material Ice = new Material("Ice", [], iceTexture);
        public static Material Iron = new Material("Iron", [], ironTexture);
        public static Material Moonlight = new Material("Moonlight", [], moonlightTexture);
        public static Material Mushroom = new Material("Mushroom", [], mushroomTexture);
        public static Material Snow = new Material("Snow", [], snowTexture);
        public static Material Sun = new Material("Sun", [], sunTexture);
        public static Material Water = new Material("Water", [], waterTexture);
        public static Material RoseQuartz = new Material("Water", [], roseQuartzTexture);
        public static Material AnimalFur = new Material("Water", [], animalFurTexture);
        public static Material Clay = new Material("Water", [], clayTexture);
        public static Material SpiderSilk = new Material("Water", [], spiderSilkTexture);
        public static Material Tongue = new Material("Water", [], tongueTexture);
        public static Material DolphinFin = new Material("Water", [], dolphinFinTexture);
        public static Material Ink = new Material("Ink", [], inkTexture);

        //Combined Materials
        public static Material frogPotion = new Material("Frog Transmorphicator", [FrogLeg, Water]);
```

File Explorer — Collab 2D Project

OneDrive > Becca - Personal > Desktop > Collab 2D Project

Search Collab 2D Project

New | Sort | View | Details

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Becca - Personal

Desktop
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Documents
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Music
Videos
Design Thinking Fo...
materials
Game Asset Develo...
Collab 2D Project

This PC
Windows (C:)
Network

Files:
- animal fur.png
- animal fur.psd
- bat wing.png
- bat wing.psd
- blood.png
- blood.psd
- Bottles2.png
- clay.png
- clay.psd
- crystal.png
- crystal.psd
- dolphin fin.png
- dolphin fin.psd
- eyeball.png
- eyeball.psd
- feather.png
- feather.psd
- fire element.psd
- fire.png
- frog leg.png
- frog leg.psd
- ice element.psd
- ice.png
- ink.png
- ink.psd
- iron.png
- iron.psd
- moonlight.png
- moonlight.psd
- mushroom.png
- mushroom.psd
- paper og.png
- paper.png
- paper.psd
- paper2.psd
- rock.png
- rock.psd
- rose quartz.png
- rose quartz.psd
- salt.png
- salt1.psd
- snow.png
- snow.psd
- spider silk.png
- spider silk.psd
- sun.png
- sun.psd
- tongue.png
- tongue.psd
- water.png
- water.psd
- wood element.psd
- wood.png

53 items

Google Sheets — Collaborative 2D Game Project

	A	B	C	D	E	F	G
1		Ingredients (Becca)		Combination assets (Marcus)			Combination recipes
2	frog legs + water = turns user into a f...	Fire		Healing		Potion	Recipe
3	sun + water = heals ailments, restore...	Water		Clairvoyance	1	Healing	Sun + Water + Rose Quartz
4	eyeball + moonlight + ink + crystal = ...	Sunlight		Invisibility	2	Clairvoyance	Eyeball + Moonlight + Crystal
5	sun + water + moonlight + blood moo...	Snow		See Invisibility	3	Invisibility	Eyeball + Moon + Snow
6	bat wings + water + rock = grants tem...	Mushroom		Glowing	4	See Invisibility	Eyeball + Sun + Snow
7	sun + fire + paper = creates an everla...	Frog Leg		Shield	5	Glowing	Eyeball + Fire + Sunlight
8	eyeball + moonlight + water = lets us...	Feather		Strength	6	Shield	Iron + Crystal
9	iron + salt + rock = creates magical b...	Moonlight		Comprehend Languages	7	Strength	Fire + Blood + Iron
10	blood + mushroom + feather = turns c...	Bat Wing		Love	8	Comp. Languages	S. Tounge + Ink
11	ink + paper + eyeball + water = lets us...	Crystal		Poison	9	Love	Rose Quartz + Blood
12		Iron		Enlarging	10	Poison	Mushroom + Blood
13	combinations for potions - zach	Rose Quartz		Shrinking	11	Enlarging	Mushroom + Sunlight + Clay
14	bat wings + feathers + blood = Flight	Animal Fur		Mind Reading	12	Shrinking	Mushroom + Moonlight + Clay
15	paper + rock = Slice spell	Clay		Swimming	13	Mind Reading	Blood + Eyeball + Ink
16	eyeball + ink + salt = Reveal spell (re...	Spider Silk		Talk with Animals	14	Swimming	D. Fin + Frog Leg + Blood
17	oil + paper + fire = fire spell	Tongue		Animal Friendship	15	Talk with Animals	Animal Fur + S. Tounge
18	sun + ink + salt = flashbang spell (bli...	Dolphin Fin		Polymorph	16	Animal Friendship	Animal Fur + Rose Quartz
19	iron + feather = Float spell (items fall...	Blood		Wall Climbing	17	Polymorph	Blood + Animal Fur + Clay
20	crystal + blood + moonlight/sunlight = ...	Ink		Flying	18	Wall Climbing	Spider Silk + Blood
21	snow + crystal + Moonlight = Freeze...			Water Breathing	19	Flying	Bat Wing + Feather + Blood
22	Moonlight + Sunlight + Blood + Oil = gravity potion pulling down to the highest gravity poi...			Speed	20	Water Breathing	Water + D. Fin + Blood
23				Jumping	21	Speed	Frog Leg + Bat Wing + Blood
24					22	Jumping	Frog Leg + Blood
25							
26	Easter egg idea						Invisible ink	Ink, crystal, eyeball, moonlight
27	Invisible Ink = Ink + Eyeball + Moon + Crystal						
28	Reveals hidden things in the game						Importance of ingredient
29	Only do if Owen is able						Ingredient	Importance
30	Final thing if there is time					1	Fire	Heat, strength
31						2	Water	Life, Serenity, growth
32						3	Sunlight	Growth, seeing things, light
33						4	Snow	Cold, slow, visibility
34						5	Mushroom	Growth, poison
35						6	Frog Leg	Jumping, animal, Movement
36						7	Feather	Flight, light weight, animal
37						8	Moonlight	darkness, invisibility
38						9	Bat Wing	Speed, Flying, Animal, Dark
39						10	Eye of Newt	Sight
40						11	Crystal	Magic
41						12	Iron	Defence (Again?), Hardness