

# Project Spellda

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UT-Martin

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# Motivation

- 1 We all shared an interest in gaming and wanted to make a game
- 2 We wanted to step out of our comfort zone with something we may use in the future.

# Project Goals

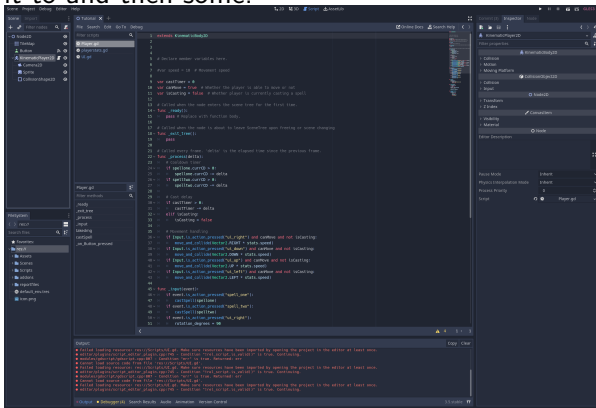
- 1 3 Levels: Tutorial, Overworld, and Dungeon
- 2 4-6 different enemies, 2 melee and 2-4 ranged
- 3 4 different elements to control
- 4 8 unique effects to modify the spells

# Stretch Goals

- 1 Secret Boss(/es)
- 2 More dungeons
- 3 Expanded Overworld
- 4 Elemental weaknesses/resistences
- 5 More effects/elements

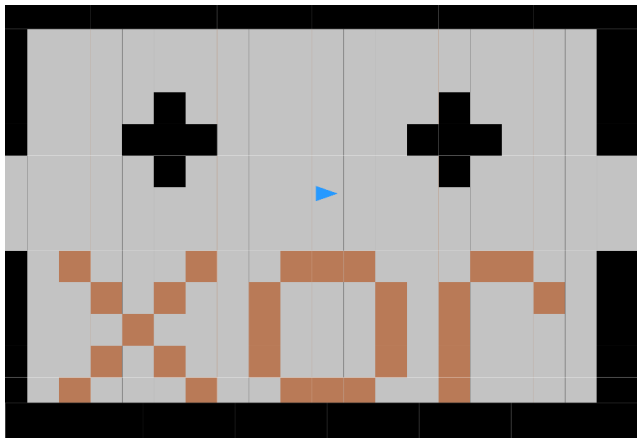
# Technologies

- 1 Godot/GDScript
- 2 This is the core tech we've been using. Has done everything we need it to and then some.



# Demo

Here is a look into what we have!



# Any Questions?

Questions?

Comments?

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Repo: <https://github.com/steagray/FA22-Senior-Design>