Project Spellda

Steven Gray, James Nail, and Logan Brown

UT-Martin

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Motivation

1. Wanted to try something that no one in the group had much experience with

2. Wanted to do something we were all interested in
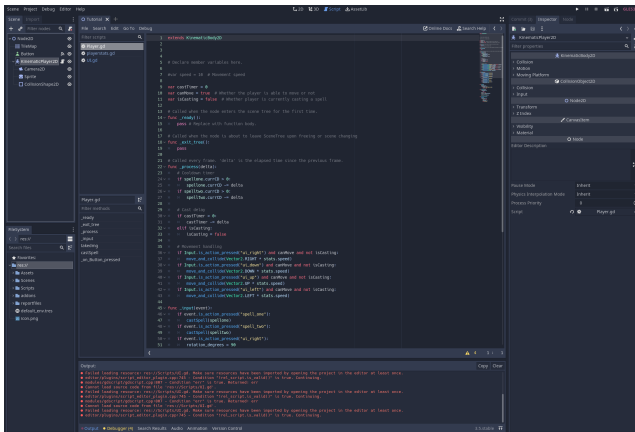
Project Goals

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. Various puzzles and offshoots to incentivize exploration

Stretch Goals

1. Secret Boss(/es)

2. More dungeons and an Expanded Overworld
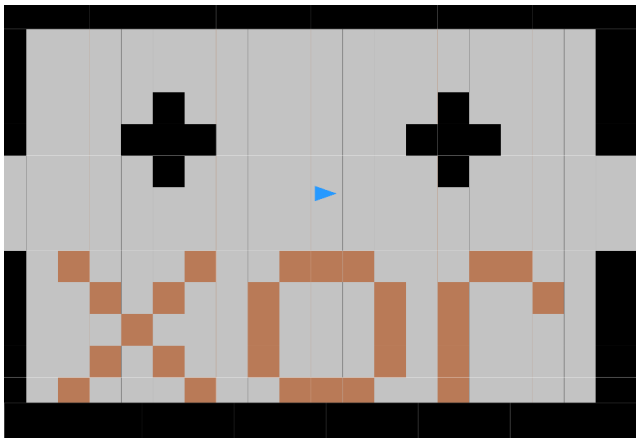
3. Elemental weaknesses/resistences

Engine

Godot/GDScript

Demo

Here is a look into what we have!

Inspirations

- Thomas was Alone

- Illumine

- The Legend of Zelda

Changes from Initial Design

Over the course of development, our focus ended up shifting

- Less spell focus

- More focus on dungeon and puzzle design

- More attention to lighting

Results

- What did we get from this project?

- Where do we go from here?

Thank You

Contact Us!

Questions?

Comments?

Further project/author information:

https://github.com/steagray/FA22-Senior-Design