

Project Spellda

Steven Gray, James Nail, and Logan Brown

UT-Martin

November 1, 2022

Motivation

Why a video game?

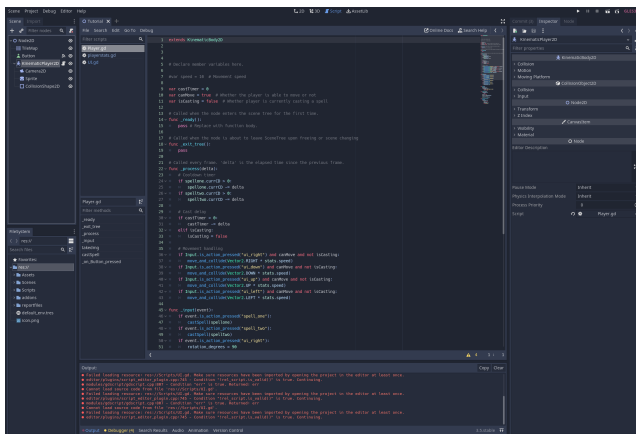
- ① Wanted to try something new to each of us
- ② Wanted to do something we were all interested in

Game Overview

- 1 3 Levels: Tutorial, Overworld, and Dungeon
- 2 4 different enemies, 2 melee and 2 ranged
- 3 4 different elements to control
- 4 Various puzzles and offshoots to incentivize exploration

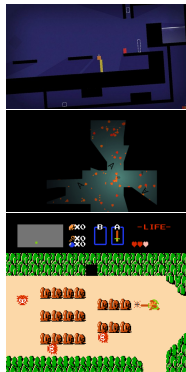
Engine

Godot/GDScript



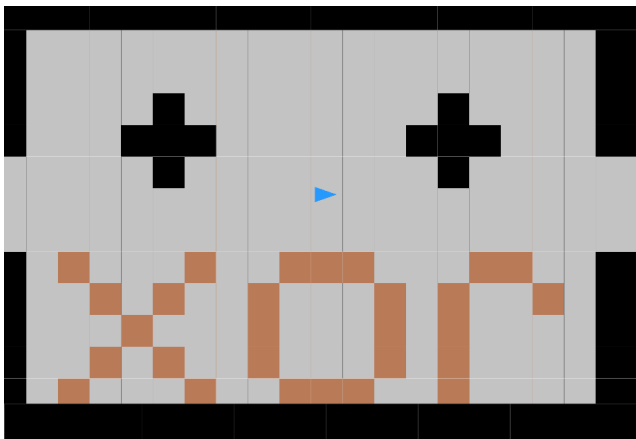
Inspirations

- Aesthetic:
 - Thomas was Alone
 - Illumine
- Mechanics:
 - The Legend of Zelda (NES)



Demo

Here is a look into what we have!

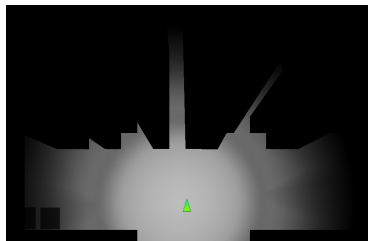
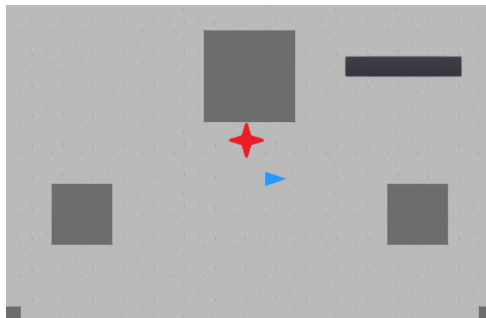


Changes from Initial Design

Over the course of development, our focus ended up shifting

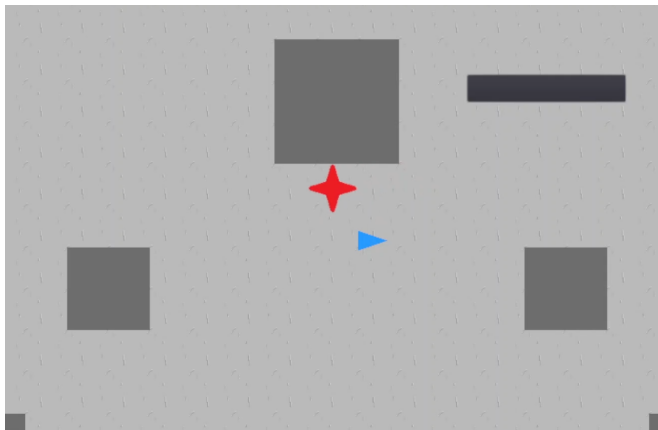
- Expanded focus on dungeon and puzzle design
- More focus on aesthetics and lighting

Comparison



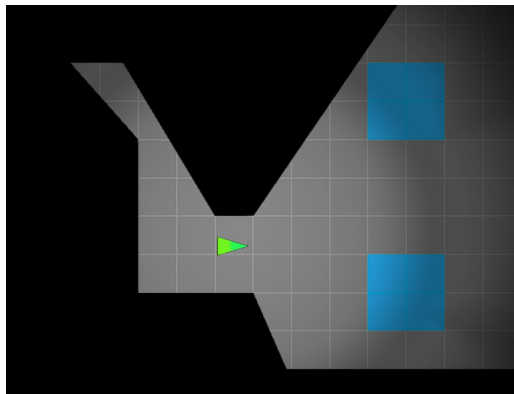
Lighting and Shadows

- Originally very bland and basic



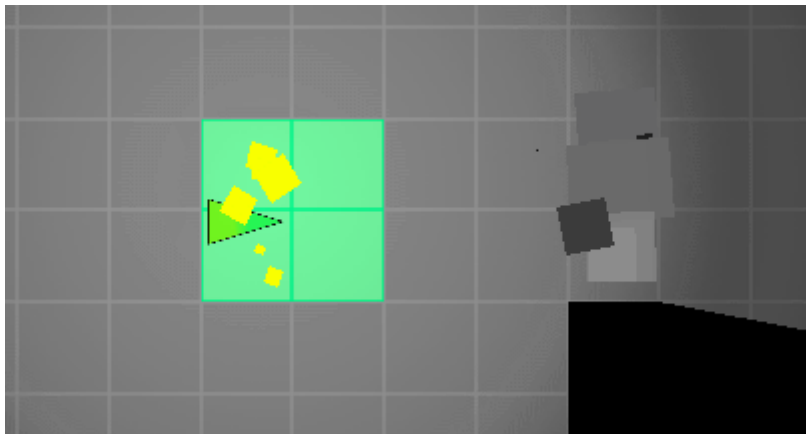
Lighting and Shadows

- Evolved to have much deeper visual design

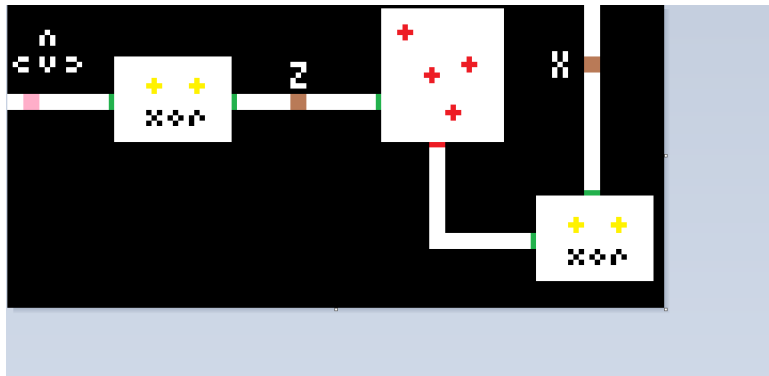


Particles

- Started with no particles
- Got particles such as door particles, plate particles, etc.



Tutorial



Overworld

6



Side Area

leveldesigns.xlsx (Protected View) - Excel (Unlicensed Product)

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A1

■ Door that locks behind you
■ Melee enemy
■ Ranged Enemy

The point of this trap is to trap the player into fighting.
 The door will lock behind them as they enter.
 and the ranged enemies will spawn/aggro onto the player. The melee enemies are placed further back.

Dungeon

The Troubles

- ① Movement
- ② Lighting and Tiles
- ③ Team, not Group
- ④ Organization

Future Work

- ① Narrative
- ② Secret Boss(/es)
- ③ More dungeons and an Expanded Overworld
- ④ Elemental weaknesses/resistences

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>

Steven Gray (steagray@ut.utm.edu)

James Nail (jamgnail@ut.utm.edu)

Logan Brown (logmbrow@ut.utm.edu)