

Project Spellda

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Motivation

- ❶ Wanted to try something that no one in the group had much experience with
- ❷ 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 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