

# 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

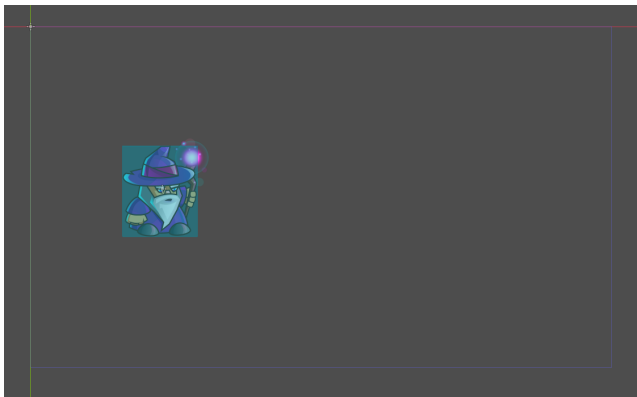
- ① 3 Levels: Tutorial, Overworld, and Dungeon
- ② 4-6 different enemies, 2 melee and 2-4 ranged
- ③ 4 different elements to control
- ④ 8 unique effects to modify the spells

# Stretch Goals

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

# Demo

Here is a look into what we have!



# Any Questions?

Questions?

Comments?

Further project/author information:

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

