

Project Spellda

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UT-Martin

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Motivation

Why a video game?

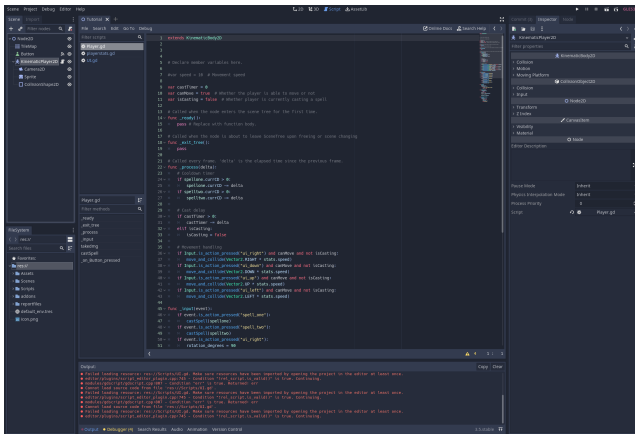
- ① Wanted to try something new to each of us
- ② Wanted to do something we were all interested in

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

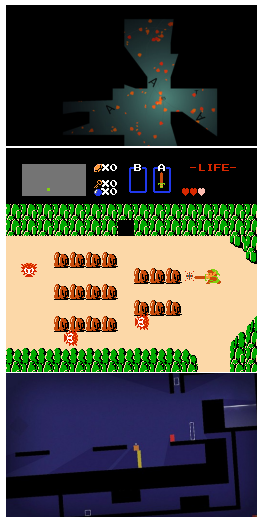
Engine

Godot/GDScript



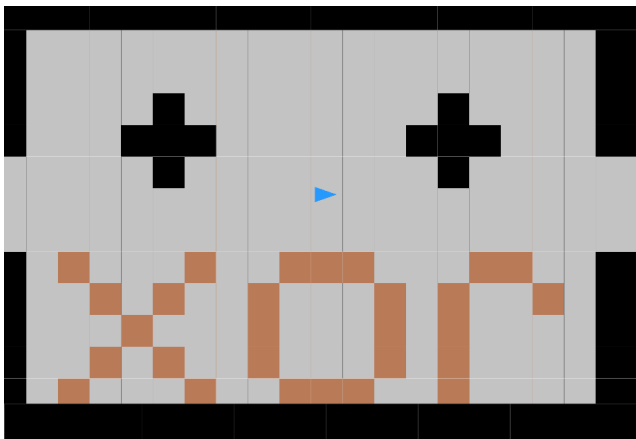
Inspirations

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



Demo

Here is a look into what we have!



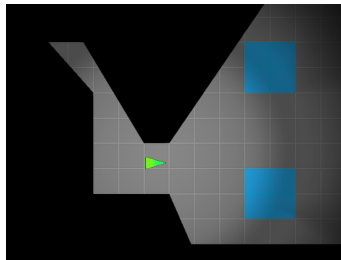
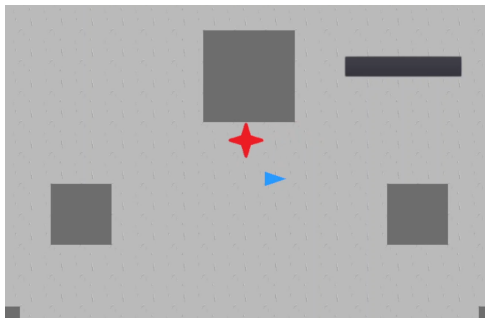
Changes from Initial Design

Over the course of development, our focus ended up shifting

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

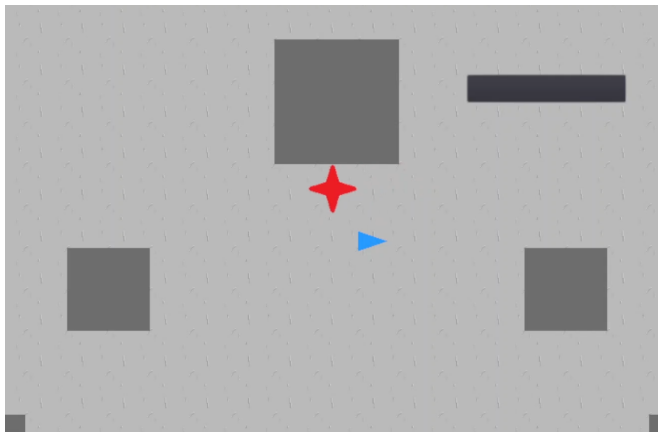
Comparison

- Lighting and shadows



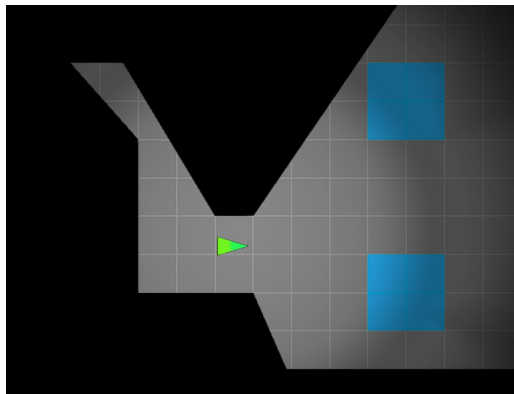
Lighting and Shadows

- Originally very bland and basic



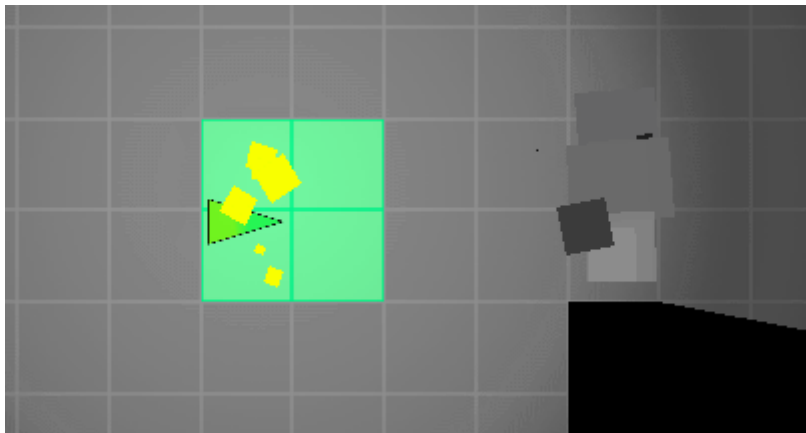
Lighting and Shadows

- Evolved to have much deeper visual design



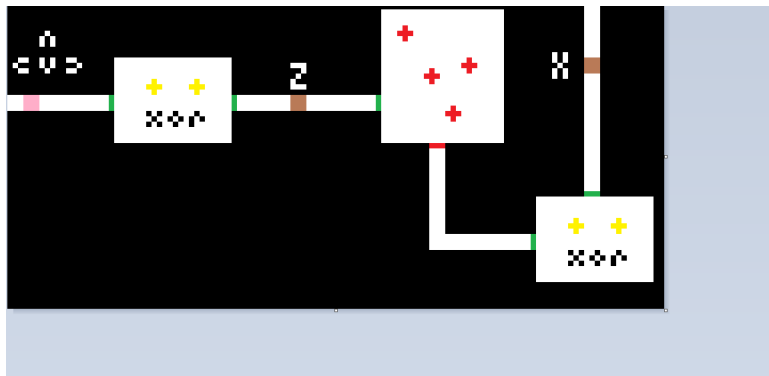
Particles

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



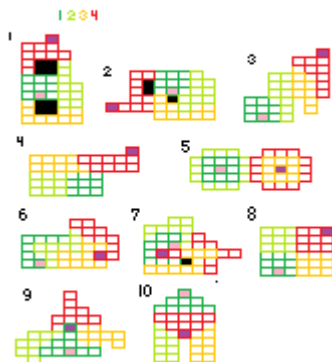
Tutorial

- Initial tutorial design



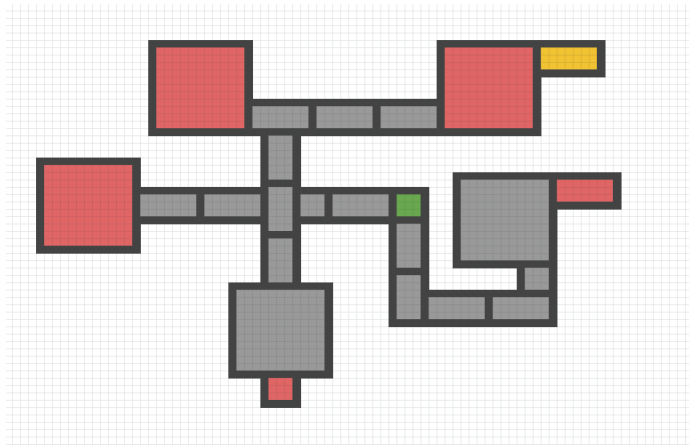
Overworld and Dungeon

- Overworld design phase



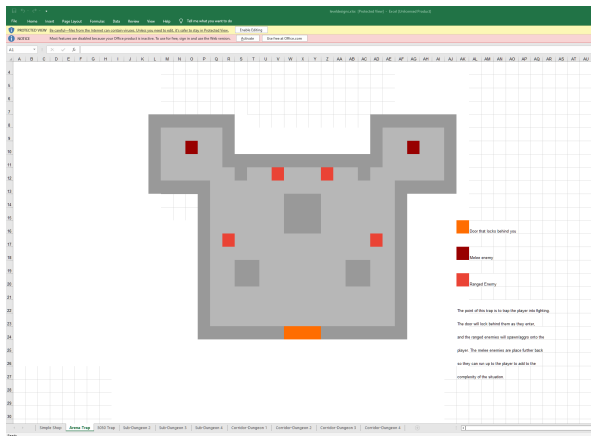
Overworld and Dungeon

- Dungeon design phase



Side Area

- Initial sample side area



Future Work

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

The Troubles

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

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>

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