Project Spellda

Steven Gray, James Nail, and Logan Brown

UT-Martin

November 1, 2022

Motivation

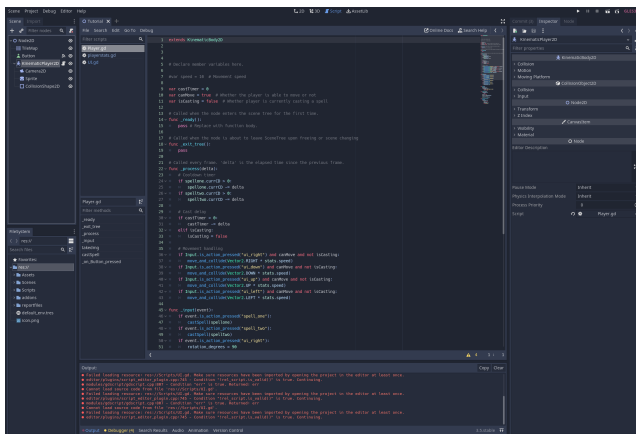Why a video game?

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

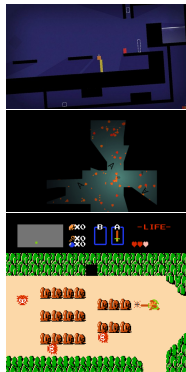4. Various puzzles and offshoots to incentivize exploration
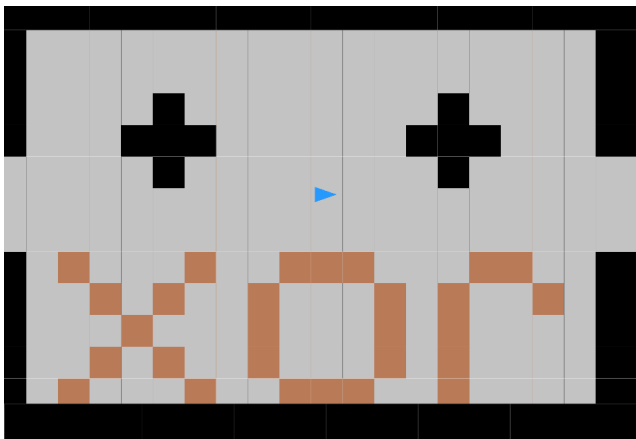
Engine

Godot/GDScript

Inspirations

- Aesthetic:
- Thomas was Alone
- Illumine

- Mechanics:
- The Legend of Zelda (NES)

Demo

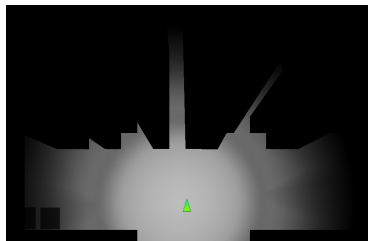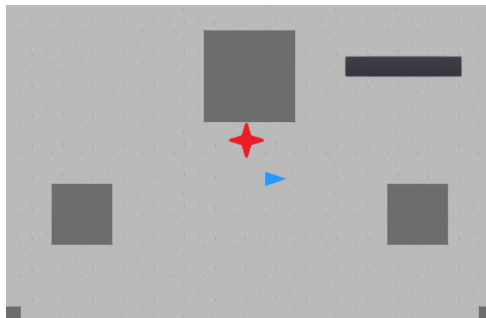Here is a look into what we have!

Changes from Initial Design

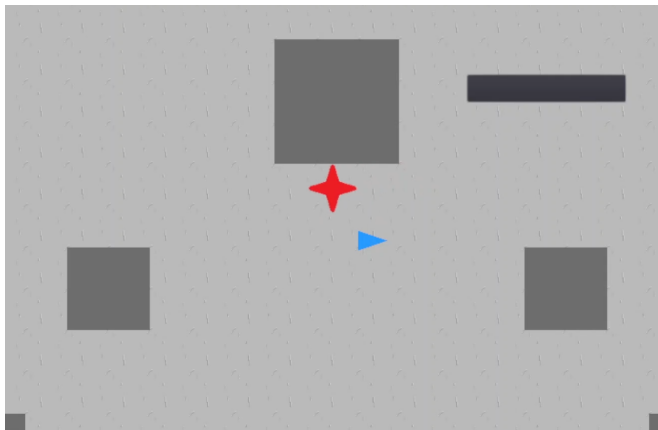Over the course of development, our focus ended up shifting

- Expanded focus on dungeon and puzzle design

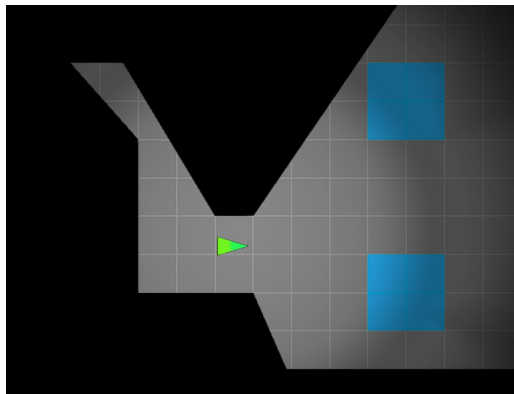- More focus on aesthetics and lighting

Comparison

Lighting and Shadows

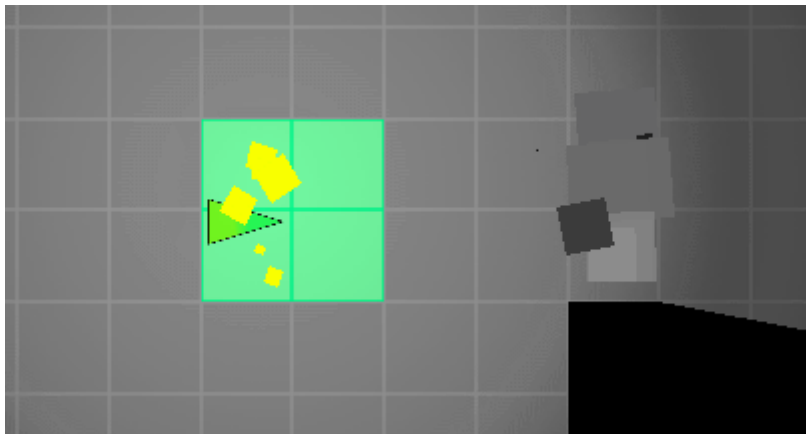- Originally very bland and basic

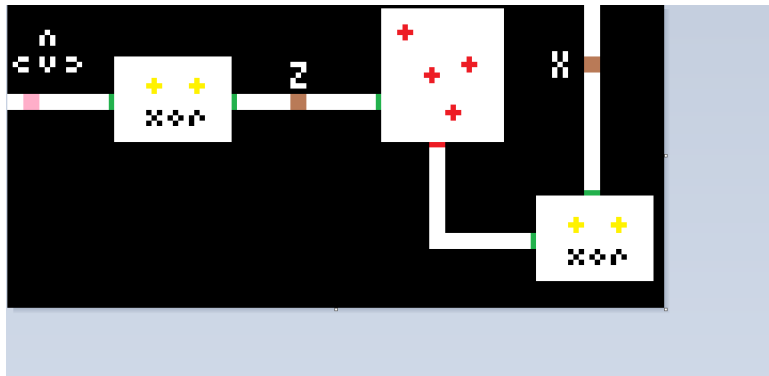# Lighting and Shadows

- Evolved to have much deeper visual design

Particles

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

Tutorial

Overworld

Side Area

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 place 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)