

Project Spellda

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Motivation

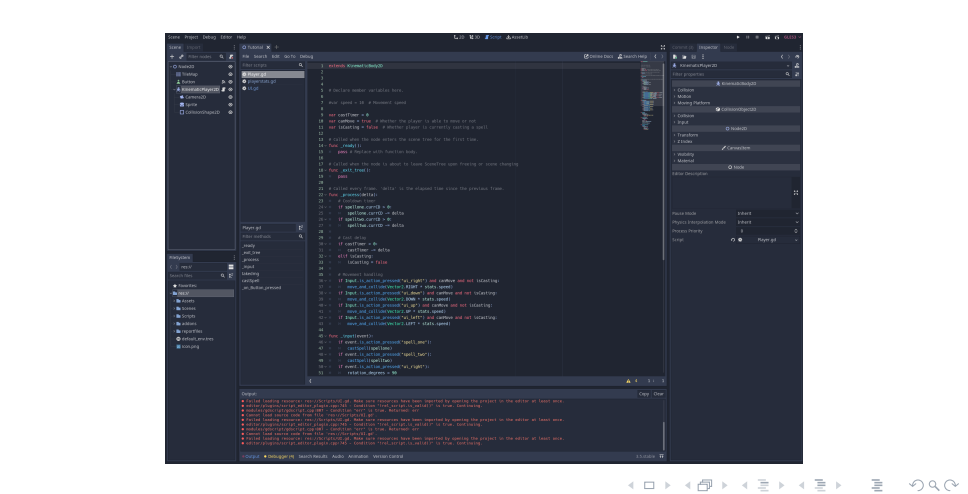
- ① Wanted to try something new to each of us
- ② Wanted to do something we were all interested in

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

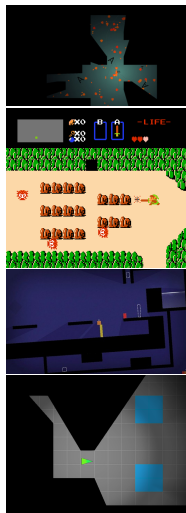
Engine

Godot/GDScript



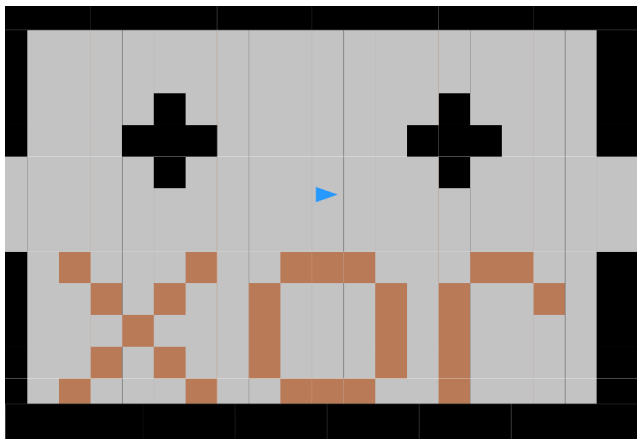
Inspirations

- Aesthetically: Thomas was Alone/Illumine
- Mechanically: The Legend of Zelda (NES)



Demo

Here is a look into what we have!

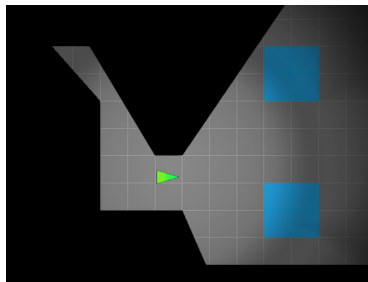
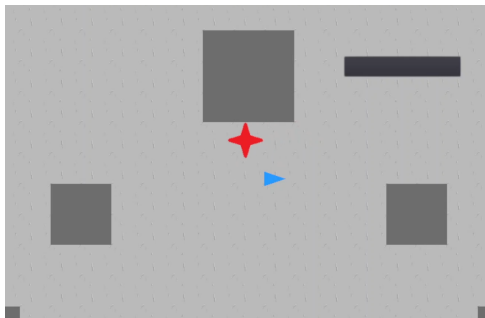


Changes from Initial Design

Over the course of development, our focus ended up shifting

- Less spell focus
- More focus on dungeon and puzzle design
- More attention to lighting

Comparison



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>

