Project Proposal

This project is an interactive spell casting game. It draws heavily from “Harry Potter.” The goal is to create a real-time game where each player casts spells by performing certain motions on the screen. The player will trace between a series of circles on the screen, and based on the pattern drawn, a certain spell will be cast. Depending on how the other player reacts to a cast spell (such as dodging or countering), each spell will have a different effect. For example, stupefy (stun spell) will remove s medium amount of health and render the victim immobile for 5 additional seconds. However, if a counter is cast, such as protego (a shield) or rennervate (revival from being stunned), this time will go down and the spell may be redirected at the caster.

Each player has a power level and a health level. Each time a spell is cast, a player must wait a time (about 5 seconds) before casting another spell, however more intense spells, such as reducto (explosion) may take up to 10 seconds before the caster’s power level is reset. With certain spells, as the spell is cast, the left hand will be used to control power output. Stronger output leads to stronger effects, however, it takes longer to recover.

Additionally, before each match, a player may choose his or her wand. While cosmetic, it may evolve to be that certain wands are better for more advanced casters, with more circles to trace between and less help when casting.

To accomplish this, I will use a Microsoft Kinect V2, which implements pygame in Visual Studios.