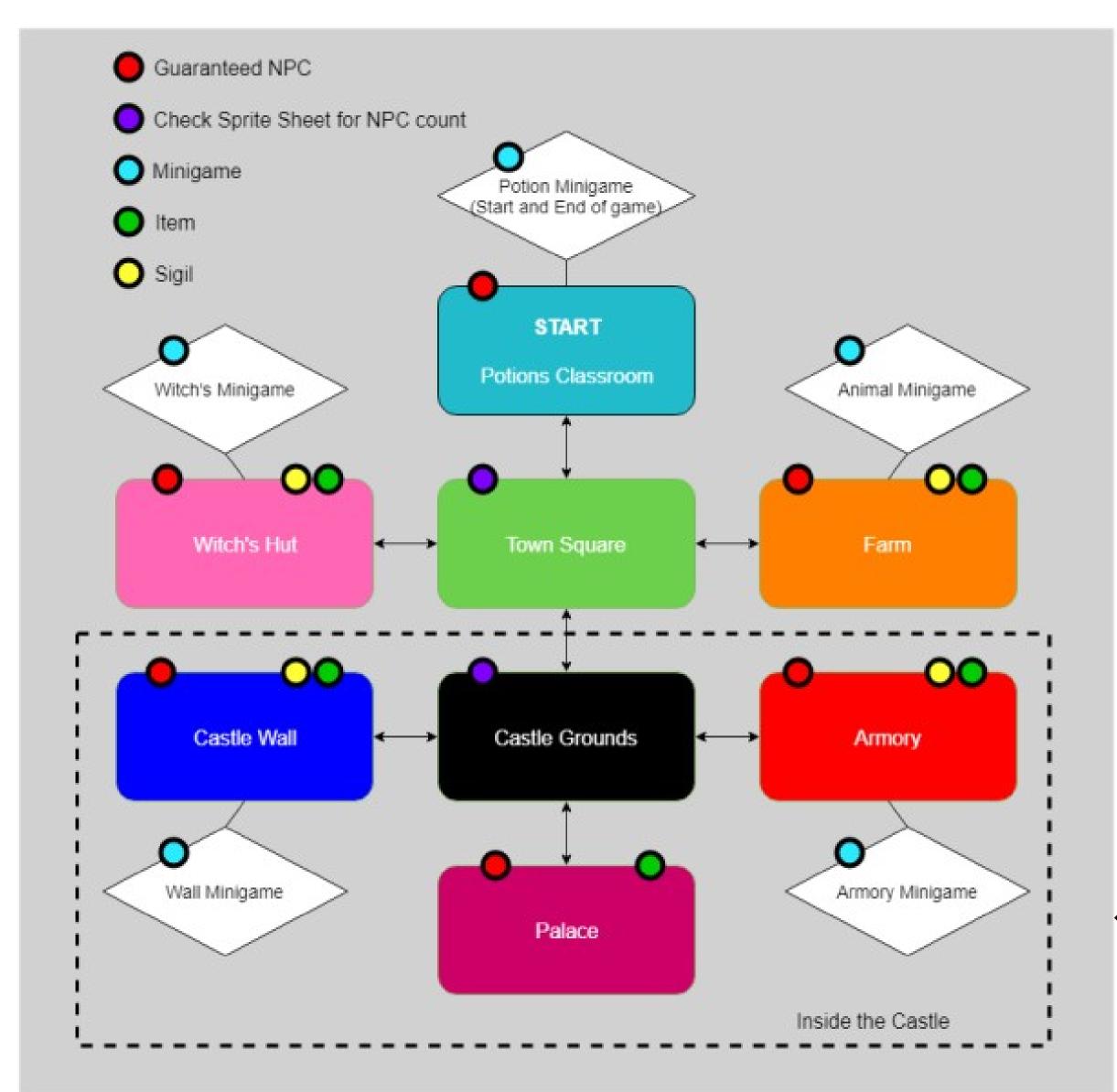


A Wizardly Adventure (Team 17) Dalton Yoder (CS), Garrett Wolfe (CS), Angel Guerrero (CS), Ian Penrod (CS), Max Johnson (CS)

Description & Purpose

• A Wizardly Adventure was created to be a game that is approachable and playable for a young audience, while still being engaging and fun. The project was a collaboration between two capstone classes, with original art being used throughout the whole game, resulting in a unique game that can be enjoyed by everyone.







Game World:

- 2 main areas
 - Inside the Castle
 - Outside
- 8 interconnected zones
- 4 mini-games



University of Kansas

Ethical & Intellectual Property Issues

- Intellectual property belongs to the group and artists.

- Unity Asset Adventure Creator was used to produce the game

- Unity does not get any profit from the game as long as it does not exceed \$100k.

- Since the game is targeted toward a young audience, precautions were taken to ensure that the game remained ethical and age-appropriate.

