



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.



Design

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



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.

