Slabu

‘Smells Like Team Spirit’

# Links

**Project Management**

GitHub Project Management: <https://github.com/orgs/GPF104/projects/1/views/7>

GitHub Project Management (Issue Tracker): <https://github.com/orgs/GPF104/projects/1/views/1>

GitHub Project Management (Roadmap): <https://github.com/orgs/GPF104/projects/1/views/3>

**Playtesting**

Playtest Form: <https://forms.gle/SgVHx55vn7CrEGN38>

Playtest Responses: <https://docs.google.com/spreadsheets/d/1BzU96tZvEo8nFVNM8d2wOuqy_SVP14qR1gdLJda4Ne0/edit?usp=sharing>

**Downloads/Other**

Game Download URL: <http://stormgale.dev/public/files/SmellsLikeTeamSpirit_WizardGame_130823%20%28Final%29.zip>

# Credits

**Project Management**

* Sean Powell: Task Management & Organization
* Sam Catcheside: Project Structure, Task Management, Developer Roadmap, Git repository management and Git integration.

**Playtest Coordination**

* Sean Powell: Feedback Survey Questionnaire, Playtest Report
* Sam Catcheside: Survey Host, Data Handling, Playtest Report

**Art and Design:**

* Anna Borshcheva
  + Character Art: Ghost, Skeleton, Warlock & Tree Boss sprites
  + Interface Art: Menu Illustrations
  + Environment Art: Trees, Rubble Assets
* Paris Wilson
  + Tile Art: Grass Tiles, Dirt Tiles
  + Character Art: Wizard, Dragon Sprite
  + Environment Art: Bushes, Log assets

**Sound & Music**

* Sam Catcheside/Sonetti

**Development and Project Management:**

* Sean Powell
  + Project Management
  + User Interface Design & Development: Menu, Tutorial, Arena
  + Game Design: Tower, Enemy Design and Development, Player Design
  + Playtest Report
  + Development: Animation Rigging, Player Projectiles, Scrolls, Potions, Inferno Bomb,
* Sam Catcheside
  + Project Management
  + Level Design
  + Development: Level Generation, Loading and Optimization, Particle Systems, Boss Sequence, Game Logic

# References

Albéniz, I., & Catcheside, S. (2023). Asturias [Recorded by Sonetti]. Adelaide, South Australia, Australia.

Borshcheva, A. (2023). Art Assets: Menu Art, Ghost, Skeleton & Tree Boss Sprites, Rubble, Tree & Environment Assets [Visual Assets]. *Slabu.* Torrens University Australia, Sydney, New South Wales, Australia.

Catcheside, S. (2023). Arpeggio [Recorded by Sonetti]. Adelaide, South Australia, Australia.

Catcheside, S. (2023). Sound Effects [Recorded by Sonetti]. Adelaide, South Australia, Australia.

Powell, S. (2023). Menu Illustrations, Interface/UX Design [Visual Assets]. *Slabu.* Torrens University Australia, Sydney, New South Wales, Australia.

Wilson, P. (2023). Grass Tiles, Dirt Tiles, Wizard, Dragon Sprite, Bushes, Log Assets, Tutorial Illustrations [Visual Assets]. *Slabu.* Torrens University Australia, Sydney, New South Wales, Australia.