



Four types of mana: Fire, Water, Earth and Air

Client

The client for Magic Duel is Secret Lab. Secret Lab began life in Hobart and have been a creator of software and games for Apple iOS from 2008 to the present.

The Game

Magic Duel is a player vs. player game using the Leap Motion Controller where players make defined gestures to try and beat their opponent with magic. The game is played by grabbing mana to create spells. Players can then cast attack spells at the opponent or defensive spells to block incoming attacks. Spells can also be saved for later strategic use. Magic Duel is designed for a casual market though it would have some appeal to the hardcore market with the many spells in the game.

Save multiple spells for opportune moments



Magic Duel

The Purpose

The purpose of Magic Duel was to assess the viability of the Leap Motion as a game controller. The Leap Motion controller is a device created in 2013 that uses hand and finger tracking as input. Magic Duel used this technology to create a game that is controlled using gestures that involve the player in the creation and use of magic in a somewhat realistic way.

The Achievement

At the beginning of the project, we were given an outline to create a magic-themed player vs. player game using a Leap Motion controller. Emphasis was also placed on using audio cues to follow the opponents actions . From there, a concept was created before analysing its potential and the risks. Throughout the design phase, the concept was fleshed out and mechanics were developed. The game that was developed shows the potential and limitations of the Leap Motion controller

The Team

Release 1

David Pentecost - Project Manager
Geoffrey Carey - Lead Sound Developer
Elliot Melville - Lead Programmer
Kyle Sarne - Lead Designer
Andrew Axelsen - Technical Designer
Tristan Green - Lead Artist
Tarryd Munster - Client Liaison

Release 2

Geoffrey Carey - Project Manager
David Pentecost - Lead Programmer
Elliot Melville - Client Liaison
Kyle Sarne - Marketing/Manual Coordinator
Andrew Axelsen - Report Coordinator
Tristan Green - Lead Artist



Create offense and defence spells

Development Tools



C# C SHARP



blender



SOUND FORGE



PhotoShop



SECRET LAB

Unity, C#, JavaScript, Blender, 3DS MAX
SoundForge, Wacom Intuous, Leap Motion
Adobe Photoshop, Secret Lab



Tristan Green

David Pentecost

Geoffrey Carey

Elliott Melville

Andrew Axelsen

Kyle Sarne

Use spells to defeat your opponent

