

SPACE CONTAGION

Space contagion is a short narrative-driven game, it is set in the far future in a space station in orbit around Saturn. The player put in the shoes of a nameless astronaut who awakens from Cryosleep after many years finding most of their crew dead due to an alien virus, which is why the crew was sent into Cryosleep in the first place – to wait out the virus. The player discovers through the eyes of the main character what has happened to their crew over the many years they were asleep. The game utilises many sprites and collectible items that tell the story to the player, the player must also look for keycards that will allow them to advance through the game.

I used multiple rooms and exit commands in order to give the effect of, for example – CryoPod doors opening or a sprite dropping a keycard.

I used a simple colour palette which includes blue for screen interfaces, red for emergency screens and disengagement buttons, black for the main character, and grey for the main parts of the space station in order to give an almost eerie and mysterious feel to the game.