

# Sporestorm: An Immersive Horror-RPG

## Update: #1

**Brianne Engel, Ava Kopchak, Emma Scott**  
Assignment 3

# Progress Update #1:

Artwork: Brianne Engel

Programming: Ava Kopchak

Sound Design: Emma Scott

Level Design: Group

# NPC List:

- **Young adult** who has no interest in surviving the storm. Willing to stay behind, you must **convince them** to join you.
- **Crazy scientist** who claims they **have the cure** for the infected. Even though they act estranged, will you trust them to get in your car?
- **Mechanic** stranded at work with no ride. If you let them join you, they may **help fix your car** if any problems arise.
- **Father** who is trying to reach his family at a specific checkpoint. If you bring him you must **take him to a designated state**.
- **Mysterious man** who looks suspiciously infected. Will you accept the risk he might infect others in the car?
- Religious **old lady** who believes the storm is **God's rapture**.
- **Friend of the player** who calls saying they need a ride. You must **make it to his location** to pick him up.



# Alternative Endings:

- Old man who claims he has a **secondary bunker** at a different location. Will you trust him? The location would be off the beaten path, making it risky for the player if the bunker turns out to be a lie.
  - This ending is only unlockable if the player has already picked up the little girl, who is his daughter.
- **Additional secret endings possible** if time allows.



# Location ideas:

- **Gas station:**
  - Gives the player the opportunity to find supplies
  - (food/ water/ gas/ possibly extras?)
- **Farm:**
  - Lots of materials here, but time consuming to find.
- **Cabin in the woods**
- **Abandoned theme park:**
  - Would include sub-events with some NPC's
- **Central City in Delaware:**
  - All roads lead to this location, requiring the player to visit this location every playthrough.
- Plus **many more**



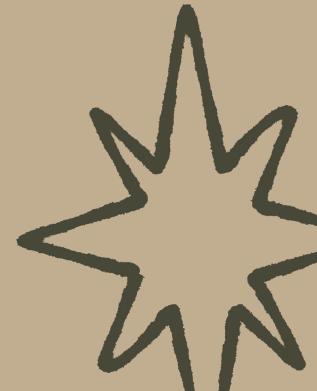
# Sound List:

## SOUND FX

- Menu buttons
- Car Starting and car moving
- Map hover and click sounds
- Checkpoint hover and click sounds
- Dialogue noise
- Drinking water
- Eating food
- Gas station doorbell
- Radio Static

## MUSIC

- Background Music: same track for most days, maybe it speeds up as the game progresses. Some special checkpoints have different music like amusement parks, or gas stations.
- Good ending vs bad ending
- Amusement park music
- Forest music
- Farm music

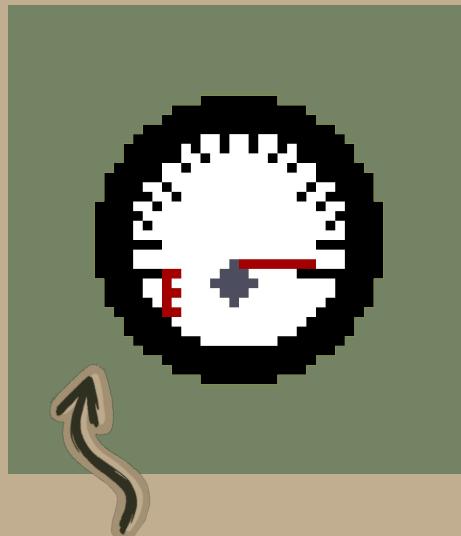




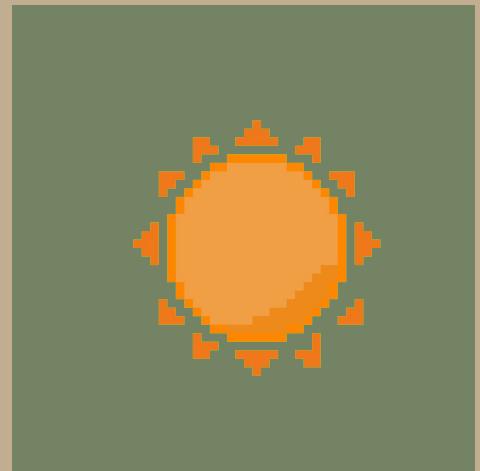
# Sample Animations:



Backpack



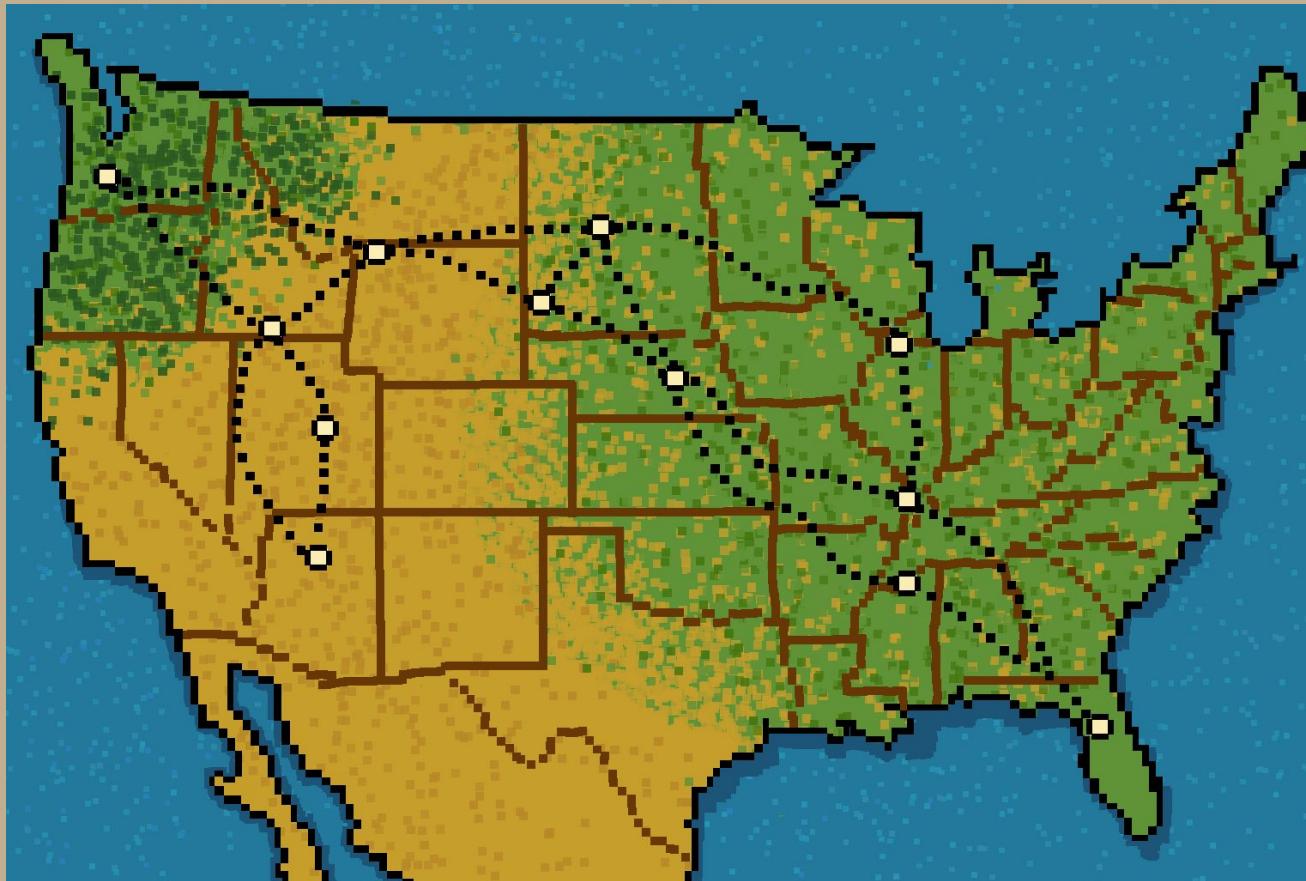
Gas Gauge



Sun Timer



# Map design:





# Game Demo: