

# Sporestorm: An Immersive Horror-RPG

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Assignment 3



# Game Background

## Overview of Sporestorm's Gameplay Experience

Sporestorm utilizes a **point-and-click mechanic** to immerse players in a horror-RPG experience.

Players interact with NPCs and make choices that shape their unique stories, enhancing replayability.

# Why This Game

Exploring Our Team's Passion and Vision



## Horror Aesthetics:

Emphasizing immersive atmosphere and unsettling experiences.

## Meaningful Themes:

Addressing complex issues through engaging gameplay narratives.

## Character-Centric Design:

Focusing on player and NPC relationships for narrative depth.

## Diverse Contributions:

Incorporating various skills in art, music, and writing.

# Game Context

Set in **1990's America**, Sporestorm immerses players in a nostalgic yet eerie environment, where the societal dynamics and cultural references shape the story and gameplay experience.

"The country has been hit by a deadly infectious storm the news outlets are calling "SporeStorm". Anyone who is stuck in the storm is in grave danger, as it effects themselves, as well as a risk of infecting others. The goal of the game is to outrun the infectious storm by reaching the "Government Safe Zone" within the designated time frame. Each day, the player will reach a new point on the map where the player is met with decisions such as: Who to help, where to stop, and what to take."



# Rules of the Game

Daily Decision Cycle and Player Choices



## Who to help?

Players choose allies to assist or abandon.

## Where to stop?

Decisions affect resources and safety at each stop.

## What to take?

Items selected influence survival and gameplay outcomes.

## Impact on gameplay

Choices shape story, relationships, and player experiences.

# Target Audience

Sporestorm is designed for players aged 13 and up, focusing on mature moral choices and complex themes. Younger players may find it challenging to relate to its depth and storytelling.



# Controls

The game utilizes a **simple point-and-click interface**, allowing players to interact seamlessly with the environment, making choices that enhance **immersion** and storytelling throughout their experience.



# Design Plans





# Work Distribution

Brianne Engel: Artist, programmer

Ava Kopchak: Lead Programmer

Emma Scott: Sound Design, programmer

