

Sporestorm: An Immersive Horror-RPG

Update: #2

Artwork: Brianne Engel

Programming: Ava Kopchak

Sound Design: Emma Scott

Level Design: Group



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.

Accomplished Since Update #1:

- **Replaced artwork**
- **Implemented Dialogue:**
 - Uses Ink plugin
 - Choice-based, reactionary events
 - Began on resource management
- **Added Background music**
- **Created Ending Music**
- **Recorded Sound Effects**
 - Car Starting
 - Typing for Dialogue
 - Forest Music



Lessons Learned/ Challenges

- **Feedback taken from Playtesting**
 - **Add Spaces to Newspaper to make it Legible**
 - Will be completed during polish stage
 - **Changed Interact button from "E" to Space**
 - Plan on adding tutorial-like tips to first stop
- **The use of controllers and shared scene**
 - Keeping everything modular allows for re-use
- **Ava's struggles**
 - I built a system that was too complex initially, thinking I had time to flesh it out
 - The playtest proved me very wrong





Game Demo:

What we have left:

	Ava	Emma	Brianne
10: Oct 27-31	FINISH JsonReader class FINISH SceneLoader Start DialogueController Start EventController (setting up scenes/narration)	Menu screen song Record car sound fx Start forest music	Finish map 2 scenes drawn Finish car asset Make menu Screen make road scene
11: Nov 3-7	FINISH DialogueController FINISH EventController Character data JSON complete Flag system functional/JSON reading n writing	All button clicks/hovers Keyboard dialogue Finish forest music	Make 3 scenes Draft character icons/sprites Include different expressions
12: Nov 10-14	ADD resource management Make debug mode Attach reader/dialogue for all characters n scenes	Park music Radio fx Gas station fx + music	Make 4 scenes Start creating character portraits/sprites
13: Nov 17-21	ADD interactions between NPCs ADD endings ADD ending scoreboard ADD "climax" event (1 in 4 events in delaware)	Ending music	Make 3 scenes Finish character portraits/sprites Make ending screen/into screen
14: THANKS	Debug/Playtest	Debug/Playtest	Debug/Playtest
15: Dec 1-3	Debug/Playtest	Debug/Playtest	Debug/Playtest

