Steampunk World

A Design Doc

## Gameplay Loop

## Setting

The world has mostly recovered from an apocalyptic event that happened at the dawn 19h century. The Blight swept across the world, devasting forests, crops, and cities. The Blight is not a well understand phenomena, perceived to be magical in some sense, but it’s origins are unknown. People only know that it infects, spreads, and destroys. Plant-life infected by the Blight undergo a rapid transformation that renders the plant poisonous and as a new propagator of the Blight. Animals become enraged at the sight of humans and even previously docile species attack ferociously.

Humanity has retreated into enclaves of civilization. Defending land against the Blight requires judicious use of fire and magic.

Blighted

Spore Throwers