

What Friends Are Spore

Narrative Design | Game Design | Programming



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Game Overview

What Friends Are Spore is a short branching narrative game coded in Ren'Py. It's a lighthearted adventure starring two mushrooms—or, rather, two halves of the *same* mushroom—who must escape a restaurant kitchen if they want to survive.

Narrative Design

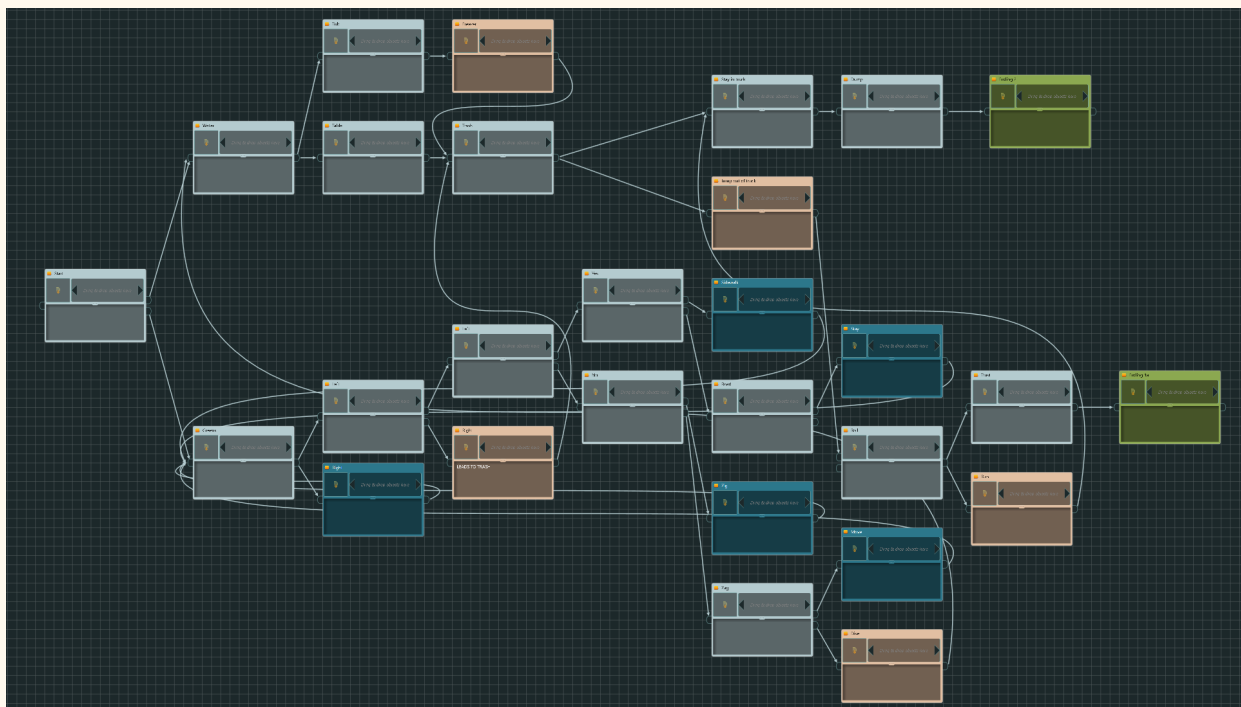
First, I developed the concept and planned out the script for the mushrooms' adventures. I knew I wanted to write something lighthearted and silly, and since I'm making this as a solo project but am not an artist or advanced programmer, I was limited in scope to what I felt I could reasonably depict visually.

You can play the game on [Itch.io](https://itch.io), and if you'd like to view the interactive script, that's [here](#).

Game Design

In tandem with the script development, I plotted out the branches and multiple endings for the story. I used Articy Draft to visualize the journey.

The orange blocks indicate where a player's choice will have them switch branches. Not every choice is represented below, just the ones that alter the player's trajectory in the story, as this tool was meant to help me keep track of those switches.



Programming

Finally, I coded the game in Ren'Py. This involved making some (hilariously basic) characters, scenes, and “animations” and coding them together with the game’s narration and dialogue to tell a cohesive story. You can see an example of some of that code below.

```

v "The monster with the gaping maw, the gnashing teeth, the white fangs that will crush our bodies as it shreds us apart without feeling or regard-"

hide o_talking2

show o_annoyed:
    zoom 0.5
    xcenter 0.4
    ycenter 0.5

hide v_crying

show v_talking:
    zoom 0.5
    xcenter 0.5
    ycenter 0.5

o "Don't you think I know that? We're two halves of a whole..."

hide o_annoyed

show o_looking:
    zoom 0.5
    xcenter 0.4
    ycenter 0.5

o "{size=20}{i}As you keep reminding me.{/i}{/size=20}"

hide o_looking

show o_talking2:
    zoom 0.5
    xcenter 0.4
    ycenter 0.5

o "I was told the same cautionary tales as you!"

hide o_talking2

show o_annoyed2:
    zoom 0.5
    xcenter 0.4
    ycenter 0.5

o "{i}Be good or the salad monster will eat you!{/i}"

o "{i}Do your homework or the salad monster will eat you!{/i}"

o "{i}Eat all your decaying plant matter or the salad monster will eat you!{/i}"

hide o_annoyed2

show o_talking2:
    zoom 0.5
    xcenter 0.4
    ycenter 0.5

o "I KNOW what we're about to face. We have to find a way out of here, NOW!"

```

[Play on Itch.io](#)