

DOWNWARD SPIRAL

Jacob William Poteet, Michael Lin, Nick O'Black, Chris Persinger, Anthony Schipani

Faculty sponsor: Dan Bennett

Edinboro University of Pennsylvania

jp144916@scots.edinboro.edu, ml151142@scots.edinboro.edu, no114602@scots.edinboro.edu,
cp143127@scots.edinboro.edu, as152377@scots.edinboro.edu

ABSTRACT

This poster displays the design and implementation of the game Downward Spiral. The goal was to attempt to accurately show the effects of drug use with virtual reality while also allowing the player to identify the dangers associated with such use. A motivating factor in the design of this game is that heroin and opioid overdoses are at an all time high and effecting people everywhere. Nobody starts off doing a schedule 1 drug; there is always a starting point. This game will attempt show that progression by the player to begin to abuse a new drug at the end of each of the five levels.

With new low-cost equipment and computers, virtual reality is now a possibility. Developers and consumers still don't know what they want out of these devices. This game will further the possibilities of VR.