""DREAMWALK SOMETHING NAME""

"Play as a dreamwalker in this story driven point and click adventure game. Experience people's consciousness by entering their dreams, solve puzzles and help them heal"

Game Design Document
Team 07

Project Description

This document describes a PC centric Point & Click game where the main character can enter people's dreams. The character solves puzzles inside the individual's dream in order to heal them.

1. Characters

"Dreamwalker" (Main Character)

You play as a Dreamwalker. With the ability to enter people's dreams, it's your mission to heal them from traumas and stop them from having nightmares..

Dreamwalkers are creatures that help humans, but the humans are not aware of them. A Dreamwalkers assignment is to help humans overcome their nightmares. Sometimes humans have so bad nightmares that they can't wake up, they become trapped. In such a scenario, getting help from a Dreamwalker is absolutely necessary.

The Dreamwalkers are not human, however their appearance is similar to a human. The reason for this is so when they enter a human's dream, the human will be less afraid of the Dreamwalker. Its appearance looks familiar to the person sleeping and is therefore less likely to cause harm to the human. If a human gets help from a Dreamwalker they will remember that dream. This has two benefits, in a case where the same human is having nightmares regularly; you get visited by the same Dreamwalker multiple times. It's

A Dreamwalkers lifetime is different from a human's lifetime. Dreamwalkers can live hundreds of years, but as mentioned before dreamwalkers look human which makes them look like they have an age.

All Dreamwalkers work with the same type of job. If a human is having a nightmare, they might get visited by a Dreamwalker that helps them through the night. As a Dreamwalker your duty is either to enter the dreams ("groundmen") or sit in an office and prioritize different cases which are then handed out to the groundmen. E.g someone having severe night terrors is more urgent than light nightmares. When night time comes, you can be sure that there are Dreamwalkers around.

Could wear like a standard uniform for the dreamwalkers but that is very optional.
Main character human form:
Age(Looks): 20-ish
Gender: Man
Work: Works as a "groundman"
Personality: Happy, understanding and responsible. Loves the color blue and cats.

Is not really the type to question why dreamwalkers have to do this work, and similar things. Just don't really question the 'system'. Has worked for a long time, so has a kind of routine to it i guess. Since he has been doing this for so long, he is very sympathetic towards humans and understands their struggles.

"Girl" (Secondary character) AGE 22

This is the person that the main character is trying to heal by entering their dreams, the Girl is having nightmares that are harmful to her.

Is scared of heights and the darkness.

Personality (In the dream, i guess): Sad and scared. Looking for peace. Is looking for the light?

2. Story

The Dreamwalker has been contacted to help a little Girl who's having endless nightmares & the character needs to enter the Girl's dream to solve her problems and make her wake up.

2.1. Theme

This is a game about healing & becoming whole. The Girl has dream worlds that her nightmare's take place in. Examples are one world where the world is a broken shattered city, another a dark lit room & another a big white empty space.

3. Story Progression

The game starts with a cutscene with the main character entering the Girl's bedroom, they see the Girl having nightmares. The main character then enters the Girl's dream by placing their hand on the Girls head.

In the dream world, the first thing the main character sees is a big white space with a door in the middle.

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The Girl can be found in the dream world where she's gray (representing that she is broken) & when you solve more & more puzzles, the more colorful the Girl becomes.

4. Gameplay

Levels are to be considered to be different "worlds" (or rooms) where the world itself is based around a theme i.e.

Level: Bedroom

The beginning of the game, the Main Character enters a bedroom where the Girl is sleeping & having nightmares. At this point, the Main Character has yet to enter the mind of the Girl. When the Main Character places their hand on the Girl's head, a door appears that takes the player to the dream hub area.

Level: Transition-

Level: Hub Area

Upon entering the mind of the Girl, the Main Character goes through a door that takes the player to the "hub" of the game. In the middle, the player can see the Girl sleeping in a central round platform. Look around in this environment, the player can see buildings (damaged) floating around & the further the player looks, the more distorted the building becomes.

Level: Skyscraper Dream World

A shattered cityscape world with plenty of skyscrapers around in this dream world. The cityscape is shattered in & spread apart on different floating islands. To navigate in this dream world, the player can use platforms that are floating in the world to go forward.

Level: Dark Room Dream World

A nightmare where the Girl fears the dark, the room itself is dimly lit with few light sources. At the opposite end of the room, the Main Character can see a key item that they need.
To reach the key item, the Main Character needs to walk to the item. But the closer the Main Character gets, the dark the room becomes until the room becomes pitch black & the Main Character gets moved back to the start of the room.

To be able to reach the end of the room, the Main Character needs an ability that pushes away the darkness temporarily.

4.1. Goals

Long term goal: Help the Girl solve her problems by going into her dream
Short term goal: Solve the puzzle before you
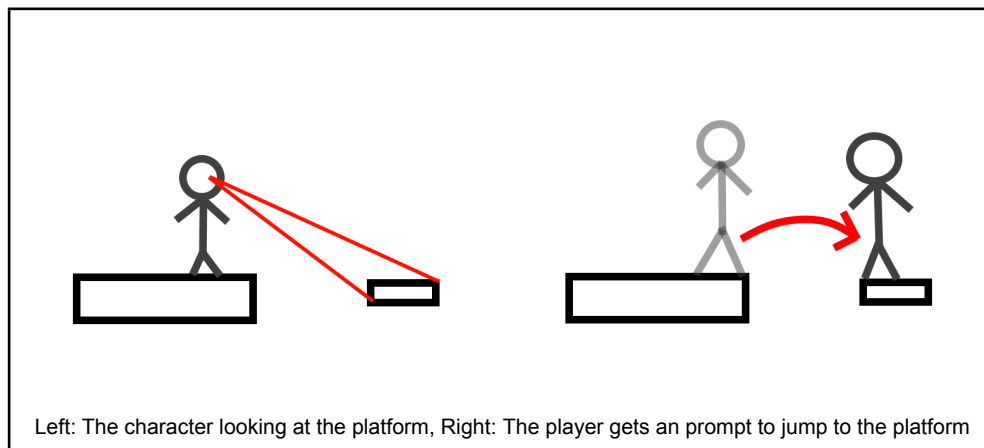
4.2. User Skills

- Puzzle solving

- Movement
- Point & Click

4.3. Game Mechanics

Movement

The Player can move around by using the **WASD-keys** on the keyboard.

Jump

Left: The character looking at the platform, Right: The player gets an prompt to jump to the platform

The Main Character can only "jump" in the dream world, to jump in the dream world for example to a platform that's in a reachable distance
The Main Character can only "jump" in the dream world, while in the dream world & the player is looking at a floating platform, the player will get an UI prompt where the Main Character will jump to.
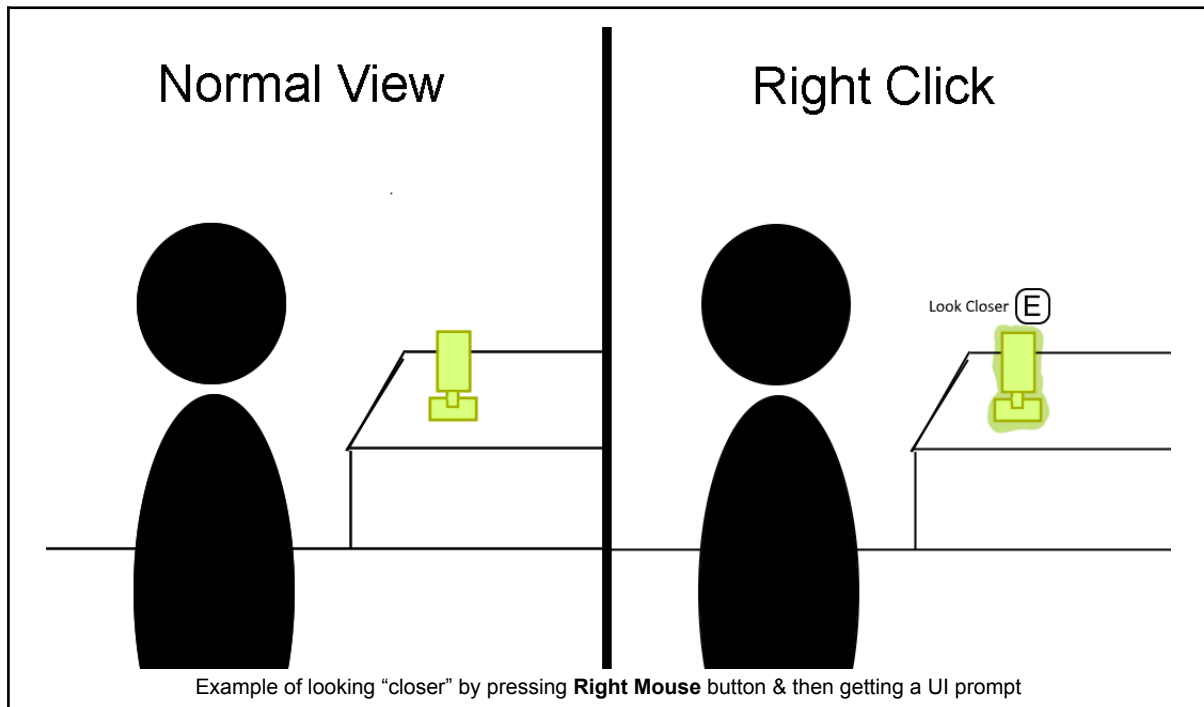
"Gravity" Manipulation

Inventory

?

Perspective / Camera

The player view's the main character from a third person perspective, over the shoulder (similar to the game "Dead Space"). To look around in the world, the player can use the **Mouse** to do so.

Interaction

Example of looking "closer" by pressing **Right Mouse** button & then getting a UI prompt

To look closer at objects & interact with objects in the environment, the player can press the **Right Mouse Button** to "unbound" the camera to look closer at things in their vicinity. In this state, the player can get prompts that make them able to interact/inspect with objects that the player can see. To "interact" the player will get a UI (User Interface) prompt to press a specific button or key.

See: "UI Breakdown" for specifics.

Level Specific: Hub area

Level Specific: Dark Room

In this level, the player needs to reach the other end of the room. Depending on how the player moves, the room becomes darker & darker.

Level Specific: Cityscape

~~4.5. Progression and challenge~~

4.6. Losing

The game does not contain a losing state. Since the game is all about puzzles there is no losing condition, only failure. The player can never die, only not complete puzzles which leads to the player not being able to progress.

Art Style

Seperate Dream Rooms

Music and Sounds

Börja i rummet, hon ligger på sängen. Dreamwalker kan gå i rummet.
Ser hennes dagbok/journal bredvid sängen.

Man kan se att hon inte mår bra. Dagboken måste läsas innan man kan interagera med henne och gå in i hennes dröm.

Om man klickar på tjejen innan man läst dagboken ska main karaktären säga "I need to find out more before entering her dream".

I dagboken kan man läsa 2, 3 dagboks inlägg.

14/10-20XX; "I had one of those nightmares again last night. My dreams feel more vivid than reality". or "I had one of those nightmares again last night. Why do my dreams feel more vivid than reality?"

23/10-20XX; "When I'm awake I'm terrified of sleeping. when I sleep i'm terrified..". or "I don't wanna sleep anymore. It terrifies me too much".

29/10-20XX; "Last night It felt like I would never wake up, like I was going to be stuck in my dream forever". or "My dreams..., I feel like they last forever, like I will never wake up".

3/11-20XX; "The darkness is taking over"? (*vet inte, tar denna senare...*)

<3 , LJUS (*?*)

DW kommer in i drömmen. Hittar GIRL sittandes i hub världen. (*eller hon ligger väl i mitten av hub världen i en säng*)
DW går fram till henne och interagerar; "Det enda som kommer upp är Girl: ... "
Hon har olika repliker beroende på vilka pussel som man har löst.
Innan något pussel är löst: ".…"
Sedan ger hon en kommentar antingen på det pusslet som man har löst eller en ledtråd till hur man löser nästa pussel?

Example lines that might get added later depending on the puzzles and stuff:

DM:
Before going through the door from bedroom: "Time to get to work" or "Let's see what this one is about" (Hint at that this is work or something)
Entering the hub world for the first time:

Girl:
Before puzzle: …
After puzzle:

1. Bedroom
2. White room
3. Hub - Stairs puzzle
4. Hub - Point puzzle
5. Room 1 - Time puzzle
6. Hub - some puzzle
7. Room 2 - Light puzzle
8. The end?

Puzzles
1. Something in the bedroom?
2. Hub World - Press debris blocks ('stairs')
3. Hub World - 6 statues
4. Void World 1 - Wireframe
5. Void World 1 - Bridge builder
6. Void World 1 - Diamond
7. Hub World -
8. Void World 2 - Light
9. Hub World