

Street Dreams





## Game:

You're an artist trapped in a nightmare in which you're stuck on the roof of a building in an unknown city with no memory...

Luckily with a magic spray can you can draw objects that become real to you and with which you can interact in your dream.

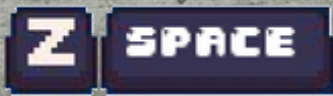
Your goal is to get the key to the service door of the building nearby and go out through it to wake up from the nightmare.



# How to Play:



Move Left / Right



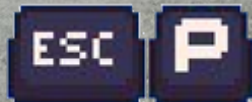
Jump



Enter 'draw mode'



Change spray color



Pause the game

By entering 'draw mode' you can use your spray to draw objects on which you can walk and that you can use as platforms.

You can paint in 2 different colors:

- The **blue paint** on which you can walk, just like any other platform.
- The **green paint** which gives you a jump boost.



# Credits:

## Eliott:

Menus and buttons design.

Design of the UI.

Dynamic UI display.

Integration of sounds and music.

## Rodolphe:

Menu functionalities (main menu, pause menu, options menu).

Link between the different scenes.

## Meven:

Character animations.

Character movements and interactions.

Hitboxes management.

## Lucas:

Level Design.

System for the creation of objects with the user's drawing.