

Street Dreams





## Game:

Street Dreams is platform game in which you can draw your own platforms in order to complete the levels.

There is only 1 level for the moment but there's more to come!

## Story:

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.

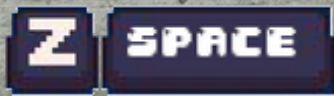
Your goal is to get the key to the service door of the building nearby and go out through it to wake up from the nightmare.



# How to Play:



Move Left / Right



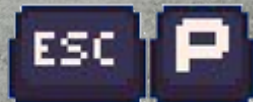
Jump



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 create a jump-boost platform, but be careful it uses more paint!



## Credits:

### Eliott Palueau:

- Design of the Menus, buttons and UI.
- Dynamic UI display.
- Integration of sounds and music.
- This Manual.

### Rodolphe Dupuis:

- Menu functionalities (main menu, pause menu, options menu).
- Link between the different scenes.

### Meven Dugor:

- Character animations.
- Character movements and interactions.
- Hitboxes management.

### Lucas Ogrodnik:

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