Game Overview: Finding Dreams

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# Game Story

The game portray a Kiwi (New Zealand) farmer who wishes to have a nice sleep after a hard days work. In the early stages of sleeping, the farmer is restfully counting his sheep knowing that one his sheep are counted he may enjoy some sweat dreams. Unfortunately things don’t always go to plan; bad dogs have entered his dream and have scattered his sheep. The farmer must now find and capture his sheep while avoiding the dogs before the farmer can sleep peacefully.

# Gameplay Mechanics

The game is set in 2D. Gameplay is akin to a standard 2D side-scroller, but with a key difference. Instead of the player moving left and right in a flat or bumpy terrain, the train is made up of circular ‘islands’ where gravity is relative to each island. When the farmer moves, the farmer would move around the parimiter of the shape of the island. This not only introduces a novel visual aesthetic to game play but also introduces new challenges as the player must jump between planets to travers a level. Islands may be of any shape and each level would consist of multiple, different, islands.

The player must collect all the sheep in a level without touching any enemies. Touching an enemy means that the player has failed and must restart the level (the level resetting to its original state). Capturing all sheep progresses the level. There are also stars in the level which can be collected by the player. Each star collected and sheep collected (subject to multipliers) adds points. More points mean that the player has performed better for a particular level. Points are specific to each level and do not propagate between levels.

# Game Objective

The pbjective of the game is to complete each level with as many points as possible.