Dreamland
Prototype feature description

Core description
The player moves a character along a path by rolling a virtual die. Each space that the player lands on might have a hazard, reward, or other special effect. A simple role-playing style game gives the player stats and an inventory. Player actions can strategically affect stats and die rolls.

Player
The player character is a customizable avatar with the following stats:

> Bravery – lets you modify a challenge die
> Smarts – lets you modify a movement die
> Heart – your hit points
> Gold – use it to purchase things
> XP – experience points – when you get to a new level,
> you can choose Bravery, Smarts, or Heart to go up by 1

Dream
To play, you set off on a dream. A dream is a trip through a spooky woods or similarly scary fairy-tale setting. The goal is to make it to the end of the dream before your Heart goes to zero. If you lose all heart, you go back to the start of the dream. If you finish a dream, you get rewards and get to go on a new dream.

Movement
On a dream, the player actually rolls a 3D virtual 6-sided die. The die determines the number of spaces that you travel. You can use a point of Smarts to modify the movement die up or down by 1 to let you land on a space where you want to land. Smarts has a maximum number and a current number.

There are several kinds of spaces that you can land on. These include:

> Encounter: a scary confrontation with a hazard
> Gold: you find some gold on the road
> Potion: a magic potion with various immediate good effects
> Scroll: a magic spell that you can use once
> Shop: a place where you can spend your gold to buy something
> Character: you meet a person and have a more detailed encounter
> Shortcut: a chance to take a shorter path on your Journey

These many types of spaces boil down to a few:

- you receive an item that goes into your inventory
- an immediate effect happens to you
- you have a choice about an item to take or effect to happen
- You have a "combat" with an encounter

As you move, you can only see a certain number of spaces ahead of you – enough to strategically plan your die rolling and modification, but not enough to see too far ahead. You also see how far you are from reaching the end of the dream.

Challenges

A challenge is a scary event, like meeting a Wolf or being alone with the Moon. Each Challenge is defined with the following stats:

> Challenge: the hit points of the challenge
> Fright: the damage of the challenge
> XP: the experience you get for overcoming the challenge

Each round of the challenge proceeds as follows:

> 1. The player rolls a Challenge die.
>   This number is damage to the challenge's Challenge number
>
> 2. The Challenge does damage to the player's Heart
>   equal to the challenge's fright

The Challenge continues until the Challenge's Challenge stat goes to zero or the player's Heart goes to zero.

The player can also user her Bravery stat. By using up one point, the player can reroll the die or add 1 to the die. As with Smarts, the player has a max and current Bravery.

Items

There are many kinds of items for players to find during the game. Some are one-use consumables. Others are items that players can use over and over or have a permanent effect. A player only has a limited number of slots for reusable items that can be equipped and active at any one time.

Some items are charms. Charms can be used over and over, but they have a "cooldown" period. After a charm is used, a certain number of turns must pass before it can be used again.

A player can also find Real Things during a dream. A Real Thing is an item that can be taken out of a dream and into the Real Word between dreams. A player has a collection of Real Things and in-between dreams, you can choose a Real Thing to put under your pillow and take with you back into your next dream.

The player also can find Pieces of Reality in dreams, and can carry them back into the Real World. There are different kinds of Pieces of Reality, and they relate to solving problems in the Real World.

Long-Term Play

In-between dreams, the player is in the Real World, a boring place not nearly as interesting or exciting as dreaming.

When a player has reached the end of a dream, she takes a Real Thing and any Pieces of Reality back with her into the Real World.

A player gradually levels up, choosing how to advance her character with each level.

Advancement

- Unlocking new kinds of dreams (new content, harder content)
    o This comes from putting together Pieces of Reality in sets or combinations

- Rewards for repeated mastery of a particular world
    o High score lists for regions

- Growing your stats to become more powerful
    o This comes from experience points, which is from overcoming challenges

Resources

An additional resource, perhaps "sand" will be used to power more powerful magical effects. This will be a resource we introduce to players in the midgame that opens up more intersting game economies and resource balancing.

Different Kinds of Dreams

How to differentiate different kinds of dreams, in terms of gameplay, aesthetics, and content.

Also, what is the interface metaphor by which you choose a dream? Perhaps just a map of dreamland?

Social Gameplay

1. You can visit your friends' dreams and see them there, whether they are playing or not. The idea is that they are slumbering and you go in their heads. When you are viewing them in a dream, you can give them a small boost or trade with them.
2. By trading with friends, you can create collections of items that help upgrade your character and also get new outfit items for your character. This is a non zero sum trading that encourages asynchronous social interaction.
3. Dreamland has several regions, and there are separate high score lists in each region. You get points for being the Prime Dreamer in a realm, so you battle with your friends to dominate different areas of Dreamland.
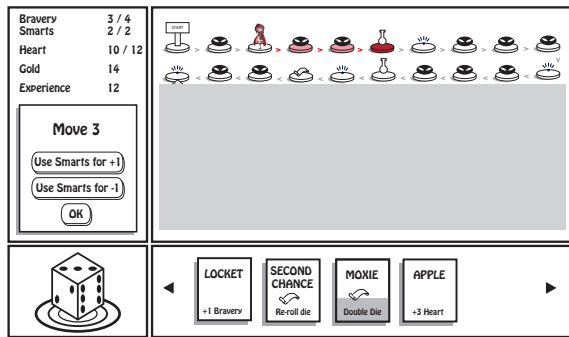
In the Real World
- High score list
- Trading Pieces of Reality and items?

In a dream
- seeing them appear
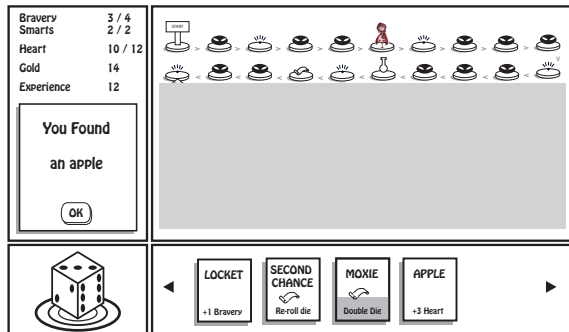- deciding to help or hinder them
- PVP in the dream?

Dreamland
Sample moments from gameplay

Panel 1 (stats):
Bravery 3 / 4
Smarts 2 / 2
Heart 10 / 12
Gold 14
Experience 12

Move 3
Use Smarts for +1
Use Smarts for -1
OK

LOCKET — +1 Bravery
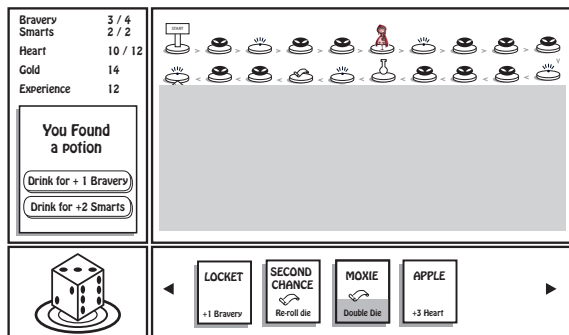SECOND CHANCE — Re-roll die
MOXIE — Double Die
APPLE — +3 Heart

Move Process, step 7

The player has rolled a die and is deciding whether to use Smarts to change the die roll. The screen is highlighting where the player will land after the player moves.
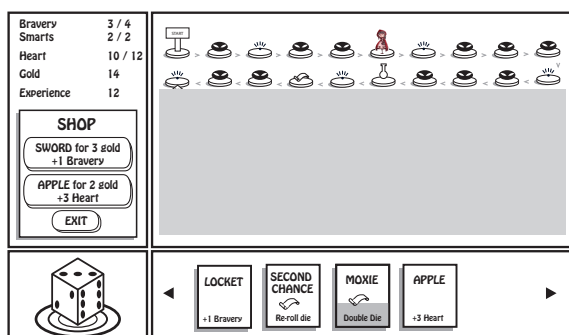
Panel 2 (stats):
Bravery 3 / 4
Smarts 2 / 2
Heart 10 / 12
Gold 14
Experience 12

You Found
an apple
OK

LOCKET — +1 Bravery
SECOND CHANCE — Re-roll die
MOXIE — Double Die
APPLE — +3 Heart

New Item Process, step 3

The player has landed on an object that doesn't have a choice. When the player clicks OK, the item will go into the player's inventory.
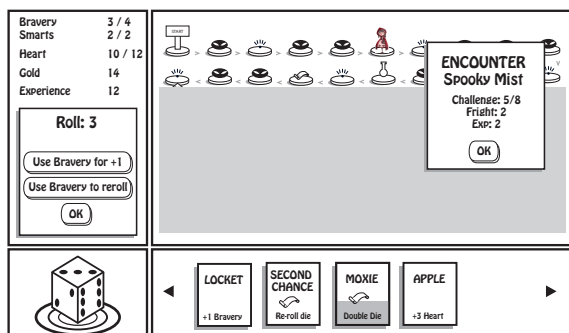
Panel 3 (stats):
Bravery 3 / 4
Smarts 2 / 2
Heart 10 / 12
Gold 14
Experience 12

You Found
a potion
Drink for + 1 Bravery
Drink for +2 Smarts

LOCKET — +1 Bravery
SECOND CHANCE — Re-roll die
MOXIE — Double Die
APPLE — +3 Heart

New Item Process, step 2

The player has landed on an object that has a choice. After the player makes the choice, the item will disappear. The player can do nothing else until the player makes the choice.

Panel 4 (stats):
Bravery 3 / 4
Smarts 2 / 2
Heart 10 / 12
Gold 14
Experience 12

SHOP
SWORD for 3 gold +1 Bravery
APPLE for 2 gold +3 Heart
EXIT

LOCKET — +1 Bravery
SECOND CHANCE — Re-roll die
MOXIE — Double Die
APPLE — +3 Heart

Shop Item Process, step 3

The player is in a shop and is choosing to purchase one or both items. When a player purchases an item, it disappears from the shop, the player's gold is reduced, and the item goes into the player's inventory. When the player chooses EXIT, the player enters the MOVE process.

Panel 5 (stats):
Bravery 3 / 4
Smarts 2 / 2
Heart 10 / 12
Gold 14
Experience 12

Roll: 3
Use Bravery for +1
Use Bravery to reroll
OK

ENCOUNTER
Spooky Mist
Challenge: 5/8
Fright: 2
Exp: 2
OK

LOCKET — +1 Bravery
SECOND CHANCE — Re-roll die
MOXIE — Double Die
APPLE — +3 Heart

Combat Process, step 7

The player is in the middle of a "combat" with an encounter and is deciding whether or not to use Bravery to modify the roll. After the player clicks OK, the encounter will attack the player.

Dreamland
Prototype Appendix

This document describes the logic of the prototype in more detail than the main prototype description. It also lists the various items that can appear in the game. You should read the prototype feature description before you read this appendix.

MOVE PROCESS

1. Die highlights and blinks
2. Player clicks on die
3. Rolling process (sound, etc)
4. Die resolves with a single number on top
5. On board, destination space is highlighted
6. If Smarts = 0, on CARD it says, MOVE X with an OK button
7. **If Smarts > 0, CARD has 3 buttons that read: USE SMARTS FOR +1 MOVE; USE SMARTS FOR -1 MOVE; OK – using one of the two buttons will affect the listed move on the CARD**
8. Player has a chance to use ITEM (using item process) – ITEM will appear on CARD while player is using it – clicking on DIE will return item to inventory
9. Player clicks a button on CARD
10. Character moves on board, space by space
11. All charm timeouts go down by 1
12. When character moves to a new row, a new row is shown
13. If character lands on SHOP, then movement stops
14. If character lands on END, then game is over
15. If character lands on ENCOUNTER, go to COMBAT PROCESS
16. Otherwise, go to NEW ITEM PROCESS

NEW ITEM PROCESS
When movement ends on an item

1. ITEM appears on CARD
2. **If ITEM has choice, choice appears as two buttons**
3. **If ITEM does not have choice, then OK button appears**
4. Player clicks a button on CARD
5. ITEM moves to inventory

USING ITEM PROCESS
Generally usable at any time in game

1. Player clicks on an ITEM in inventory

2. ITEM effects happen
3. If ITEM is consumable, it disappears from CARD and inventory
4. If ITEM is a charm, ITEM resets to grayed out

SHOP ITEM PROCESS
Happens when player lands on a SHOP

1. Two random SHOP ITEMS are chosen by program
2. These two items appear on CARD as choice – each has a cost in GOLD
3. **Player can choose to purchase one, both, or exit shop**
4. An item that player purchases goes into inventory
5. When player exits, player goes to the MOVE process

COMBAT PROCESS
When player lands on ENCOUNTER

1. ENCOUNTER appears on screen on top of board
2. Die highlights and blinks
3. Player clicks on die
4. Rolling process (sound, etc)
5. Die resolves with a single number on top – that number appears on CARD
6. If Bravery = 0, on CARD is an OK button
7. **If Bravery > 1, on card it has three buttons that read, USE BRAVERY TO ADD 1; USE BRAVERY TO REROLL; DONE**
8. If player uses bravery, bravery stat goes down and attack number goes up or is rerolled – player can use multiple bravery points
9. If the player clicks OK or DONE, then player attacks: ENCOUNTER CHALLENGE is reduced by DIE ROLL (plus any bonuses)
10. Then, ENCOUNTER attacks player: player's Heart goes down by the ENCOUNTER'S Fright number
11. If player's Heart goes down to zero, game is over
12. If ENCOUNTER'S CHALLENGE goes down to zero, CHALLENGE is defeated. Player gets experience points equal to CHALLENGE XP and game changes to MOVE process

BOARD SPACES

Encounter
- begins an encounter "combat" with a hazard

Gold
- gives player a random amount of gold between N1 and N2

Charm
- gives player a spell-like charm that can be used multiple times

Potion
- player gets a small immediate effect or choice between two effects

Character
- player gets a good immediate effect or choice between two effects

Shop
- player stops moving & two items appear that can be purchased

ITEM TYPES

Immediate Effect
- The item affects the player immediately and the item does not go into the inventory

Choice
- The item has two possible immediate effects; the player chooses one and it takes effect, and the item does not go into the inventory

Permanent
- The item goes into the player's inventory and confers a permanent bonus; the item can never be clicked on or used

Consumable
- The item goes into the player's inventory and can be used once; if it is selected, it takes effect and then disappears from the inventory

Charm
- The item goes into the player's inventory and can be used immediately; once the item is used, it has a cooldown period, after which it can be used again – until the period has passed, it cannot be clicked on or used again

ITEM LIST

Potions
1. Immediate Effect: +1 Heart
2. Immediate Effect: +2 Heart
3. Immediate Effect: +3 Heart
4. Choice: +1 Bravery or +1 Smarts
5. Choice: +1 Bravery or +2 Heart
6. Choice: +1 Smarts or +2 Heart
7. Choice: +1 Heart or +1 Gold
8. Choice: +2 Heart or +2 Gold

Gold
1. Immediate Effect: +1 Gold
2. Immediate Effect: +2 Gold
3. Immediate Effect: +3 Gold

Charms
1. Charm: Re-roll any die (MOVE or ENCOUNTER)
2. Charm: Double any die (MOVE or ENCOUNTER)
3. Charm: Suffer no fear this turn (works for 1 round of an ENCOUNTER only)
4. Charm: One stat to max (works on Heart, Bravery, or Smarts)
5. Charm: Flee encounter (ends an Encounter)

Shop Items
1. Permanent: Sword, +1 Bravery, cost 3
2. Permanent: Thinking Cap, +1 Smarts, cost 3
3. Permanent: Boots, +1 Move, cost 3
4. Permanent: Locket, +2 Max Heart, cost 2
5. Consumable: Fish, +2 Smarts, cost 1
6. Consumable: Torch, +2 Bravery, cost 1
7. Consumable: Apple, +3 Heart, cost 2
8. Consumable: 4-leaf Clover, re-roll die, cost 2
9. Consumable: Elixir, heal all Heart, cost 3
10. Consumable: Invisibility Cloak, ends an Encounter, cost 2

ASSET LIST
Any interface mentioned in spec but not listed here can be wireframe / programmer art for prototype.
- One player avatar with walk cycle
- Board background
- Card background
- Die pane background
- 3D (or simulated) die with roll animation
- Die highlight effect (could be halo underneath)
- Board space (an "empty space" on the game board, see schematic)
- Highlighted board space
- AUDIO: die roll sfx
- Start space icon (sign?)
- Potion icon for board spaces
- Enemy Encounter icon for board spaces
- Character Encounter icon for board spaces
- Charm icon for board spaces
- Gold icon for board spaces
- "Permanent item" icon for inventory cards
- "Consumable item" icon for inventory cards
- "Charm item" icon for inventory cards
- Inventory scroll left arrow
- Inventory scroll right arrow