

Daydream Story Overview

The game's story follows a person who begins to 'randomly' hop between bodies separated in space and time after they experience a panic attack. They meet the antagonist of the story, a man named Darrius, who we eventually see to be the embodiment of the character's inner turmoil. Each place that the character appears in features a small vignette of them screwing something up. Over time it is revealed that the jumps through space are driven by the turmoil of the character's mind. After discovering this, they struggle for a time to find peace, before choosing a vignette to concentrate on long enough to accept the process around them and return home.

The procedural systems in play are relatively simple: the player gets to choose where the character ends up, acting in a way as an element of fate in the game. This gives the player control over where the character ends up and what parts of the story the character revisits or avoids. In between the rhizomatic elements where the player chooses where the character ends up there are conversations with the game's antagonist, Darrius. These generally feature 1-2 choices which have relatively low impact on what the player learns from the encounter. I made this choice to keep the rather linear story on track while still giving the player a sense that the world was responding to their decisions.

The final "trick" of the story is that the player must select the same passage multiple times for the character to meditate while there. The player should realize this after information is revealed by the characters "advisor" and the antagonist, and choosing to experience the same passage over and over again symbolically represents the character's journey of meditating during the repeated traumatic events

The game does not currently allow for failure, nor slipping over to some dark evil side, however there are still some options for quicker success. Listening closely to what the antagonist and advisor's say leads to a (hopefully) quicker realization of the rhizome's final gimmick. This adds to the story's message about the importance of self control and concentration. Throughout the story, the main character must learn to focus on the present moment, and only by focusing on the details of what is said in conversation should the "answer" to the rhizome become clear.