Dream Country: Monster Masquerade  
(working Title)

Sunbro Software

Version 1.0.0

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[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.r3fjjzh8krjg)

[- <Object #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.j584764hn4bz)

[- <Object #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lbj31oz0xb3v)

[- <Object #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.p0jgh8xq0o3r)

Overview

**Theme / Setting / Genre**

* A Dating sim/Visual Novel set within a dream of a masquerade ball that the player visits while they sleep. It is full of monstrosities that the player will be able to befriend in order to either end the dream, or make sure it never ends.
* Theme: Emotional healing, processing painful emotions by sharing and building friendships, trust and consent, growing up.
* Setting: Fantasy setting, mishmash of eras and styles favoring an American/Western aesthetic A decorated, gilded atmosphere. Some horror elements i.e. appearance of the monstrous characters, mysterious appearance of the dreamers.

**Core Gameplay Mechanics Brief**

- The player, through dialogue trees and mini-games will uncover the secrets of party, and try to free its guests from the never-ending ball.

**Targeted platforms**

* PC, IOS, Android (Perhaps ported to more platforms in the future)

**Monetization model (Brief/Document)**

Initial Distribution through steam greenlight

Free with In app purchases on Apple and GooglePlay store

**Project Scope**

- 12 months

- Team of 4: 2 Developers and 2 Artists

Chris

Angelica

-Additional Collaborators:

Dialog writer

Voice Actors

Composer

Musician

- <Licenses / Hardware / Other Costs>

RPG Maker

Unity

Unreal Engine

iPhones

Apple Laptop

Desktop

- <Total Costs with breakdown>

$100 iPhone Developer Signature

$100 Unity License (post distribution)

$0 Personal

$35 (per month) Plus (after $100,000 in sales)

**Influences (Brief)**

**Mystic Messenger**

**Persona 4**

**Beauty and the Beast**

**Labyrinth**

**Sandman**

**Psychonauts**

**The elevator Pitch**

**Project Description (Brief):**

You, the player character recently convalesced from a long illness. It was thought to be fatal, but you miraculously recovered. At 19 years old and with few friends or direction for what to do next, your only desire is to fix up your classic motorcycle and ride away. Frustrated at your mom’s insistence that you get your GED and apply for college, you escape into a dream that you are attending a masquerade ball unlike anything you have seen in waking life. Surrounded by uncanny, grotesque suitors you while the endless night away. Chatting, dancing and dining with the various monsters you begin to find they have a certain charm and magnetism you can’t fathom. A darker secret lies behind the dream world that hosts this elegant affair. Can you free your newfound companions from the endless ball? Or will you continue the masque forever?

**Project Description (Detailed)**

In the world of Dream Country, certain gifted individuals, known as Dreamers, have lucid dreaming abilities. Some can create dreams for others to experience, manipulate dreams to their own ends, or destroy others’ dream worlds. When the player character enters the world of Dream Country, they unwittingly become trapped in a conflict between three dreamers vying for power over the Monster Masquerade. As each dreamer tries to use the monsters to their own ends to gain control over the party, we find that not only does our player character possess the ability to reveal the true natures of the unnatural party guests, but the ability to end the dream as well. Gain the trust of the party members before the other dreamers learn the extent of your powers and shatter the glass bubble of this brilliant fantasy.

What sets this project apart?

A dating sim with no sexual component. At most the player is enticed into romantic friendship with the various suitors. The suitors have various gender expressions, and vacillate between human and non-human appearance.

This project sets up the dream country universe and introduces the three main classpects of the gameplay within the universe.

**Core Gameplay Mechanics (Detailed)**

* **<Core Gameplay Mechanic #1>**
  + **Narrativist RPG –The player character’s decisions of what characters to befriend preclude storyline branches and drive the characters motivations as to what actions they take toward securing a favorable ending for the player character or for themselves.**

* **<Core Gameplay Mechanic #2>**
  + **Puzzles – Collecting information about the other dreamers and revealing their identities unlocks opportunities to undermine their plans.**

* **<Core Gameplay Mechanic #3>**
  + **Minigames –After befriending a monster, the final step to unlocking their human identity is participating in a rhythm game to “dance” with their companion.**

**- <Core Gameplay Mechanic #4>**

Story and Gameplay

**Story (Brief)**

Three powerful sorcerers from Dream Country have conspired to best each other at a game of illusions.

**Story (Detailed)**

The player (henceforth The Dreamer) has become trapped in a recurring dream of a grand masquerade in a fantasy setting. The monsters they will encounter will reflect various aspects of a traumatic experience. The dreamer has recently recovered from a serious illness that affected several different primary functions. Through dialog and interactions with the various monsters, this will become apparent to the player. The three weavers of the dream, which at first seem to be malicious, turn out to be intervening to help the player work though and overcome their unresolved feelings surrounding the past trauma. Through their choices in the gameplay, the Dreamer will eventually end the dream or incorporate it into Dream Country.

**Gameplay (Brief)**

**The primary meat of the game will be played through dialog with other characters in the story, there will be small sections requiring the player to solve simple puzzles (ala adventure games) or participate in minigames during “dates” with the suitors.**

**Gameplay (Detailed)**

Assets Needed

**- 2D**

-Background Splashes

-Character sprites

-Character Portraits

-Titles, Type Treatments, app icon

-text bubble skins

- Characters List

- Player Character

- Pidge

- Preston

- Orlando

- Darius

- Eiderdawn

- Charis

- Anette

- Alvin

- Veda

- Transmuter

- Destroyer

- Creator

- Mom

- Environmental Art Lists

- Bedroom

- Bakery Interior + Kitchen

- Bakery Exterior

- Loading Dock/Garage

- Forest

- Castle – Carriage Approach

- Castle – Front View

- Hedge Maze

- Front Door

- Foyer

- Great Hall

- Castle Kitchens

- Alvin’s Tower

- Greenhouse

- Conservatory

**- Sound**

- Sound List (Ambient)

- Bakery Door

- Phone Alarm

- Stair Descent

- Kitchen Doors

- Closed Bakery

- July morning (door chimes, cicadas, flies, car noises)

- Carriage sounds

- Horses

- Carriage Driver

- Carriage coming to a stop

- Castle Door Creak

- Great Hall Dining Chatter

- Great Hall Dancing Chatter

- Kitchen ambient

- Night Hedge maze ambient (crickets, cicadas, night peepers)

- Castle interior door creak

Background Music

- Player Character’s Theme

- Boris theme

- Darius theme

- Eiderdawn theme

- Charis theme

- Orlando theme

- Anette theme

- Alvin theme

- Preston theme

- Pidge theme

- Veda theme

- Transmuter theme

- Destroyer theme

- Creator theme

- Title Screen

- Dancing Music

- Dinner Party Download

- Sound List (Player)

- Character Text Choice

- Change highlighted sound

- Response Select

- Response execute

- etc.

- Character Correspondence Choice

- Change highlighted

- Open letter

- Change highlighted response

- Response Select

- Response execute

**- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

**- Animation**

- Environment Animations

- Ambient animations on environment splashes

- Character Animations

- NPC

- 2D sprite animations fg and bg overlapping

- Legendary sorcerors

Schedule

**- <Object #1>**

- 3 weeks

- Fully Fleshed concepts of first 4 monsters

- 4 Monster Concepts

- Etc.

**- <Object #2>**

- 3 weeks

- Character Concepts for 3 Dreamers

- Build Strawman in Unreal 4

- 4 Ideas for more NPCS

- Angelica 1 Dreamer Template 2 Character Templates

- Chris 2 Dreamer Templates 2 Character Templates

- Chris and Jim Learn/Build UE4 for Strawman

**- <Object #3>**

-

**Dev Team**:

Build Strawman in Unity

-Code UML Diagram

-Learn to use Unity

- Chris and Jim Learn/Build Unity for Strawman

**Design team**:

- Create full length and close-up view images

- ✅Storyboard game intro

- ✅95% Storyboard Party Intro

- 4 Ideas for more NPCs

**Writing Team**:

- Flesh out intro scene script

- Party Intro Scene

   • Character Intro Dialogue

**- <Object #4>**

- 4 weeks

**Dev Team**:

-Main Menu

-Main Game Loop

**Writing Team:**

-Dialogue for opening animatic

**Music + Sound Team**:

- Contact Composers:

-Cheney

-Nia

-Carl Culver

-Quifan Qu

-Toque Profundo

- Suzanne Brindamour

- CK Barlow

-Andy Nekrich

**Marketing Team**

* + - Patreon

**Design Team**

* + - Storyboard 3 endings
    - Storyboard Branch Events
    - Build Animatic of Existing Storyboards
    - Full length + Close up view of characters
    - Define endings and branch events
    - Buttons
    - Character Portraits
    - Character Sprites
    - Setting floor plans