



# A Mimir

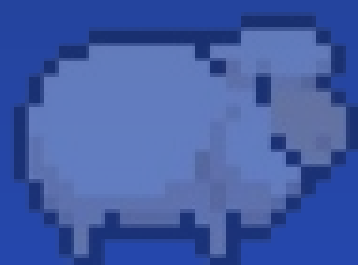
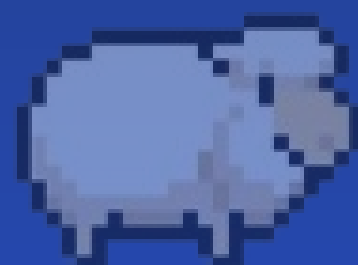
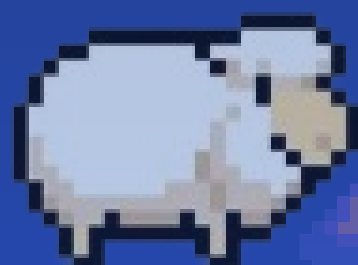
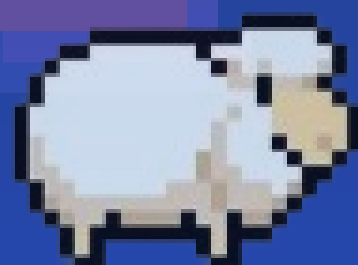
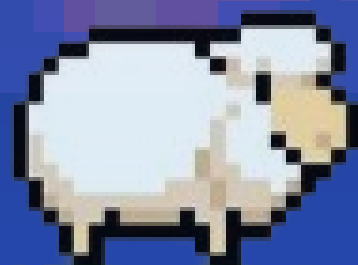
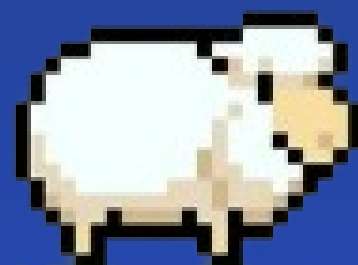
START

# Sobre o jogo



O projeto é um jogo casual “Bullet hell” inspirado em jogos como *Vampire Survivors*, mas com uma temática educativa voltada ao sono. O jogador controla um personagem que precisa enfrentar inimigos que representam obstáculos para uma boa noite de sono, como ansiedade, cafeína e estresse.

O objetivo é sobreviver derrotando a onda de inimigos até que o personagem consiga dormir. Em que cada minuto do jogo simboliza uma etapa do ciclo do sono.

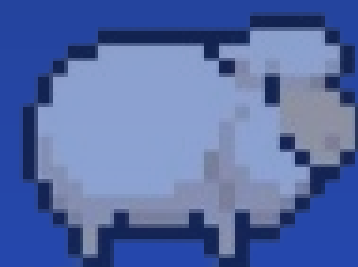
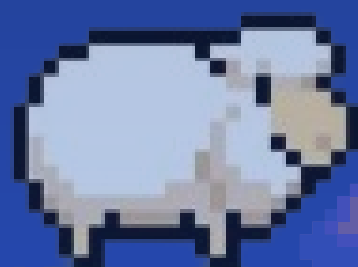
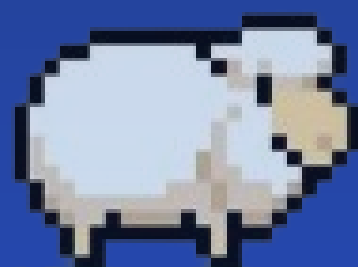
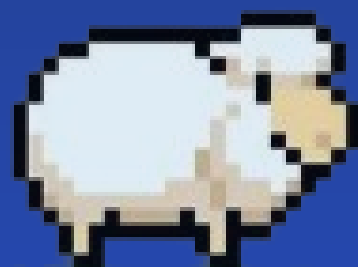
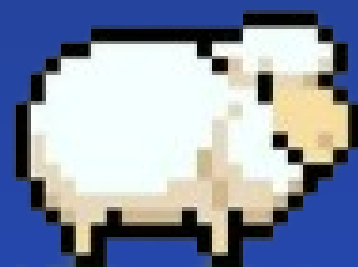


# Mecânica e pontuação



O jogador ataca os inimigos com “Zs”, acumulando XP que o permite subir de nível e desbloquear upgrades, até finalizar o ciclo do sono. O visual da fase muda de acordo com a profundidade do sono, reforçando visualmente a experiência de relaxamento progressivo.

A pontuação é baseada em **derrotar inimigos** (inimigos mais fortes valem mais pontos) e **combos de ataque** (se o jogador conseguir derrotar múltiplos inimigos em sequência).



4 : 56

Fase do Sono: NREM I

Count down

Cafeína



Ansiedade



z



z

Projéteis

HP



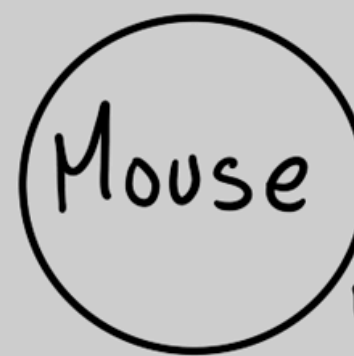
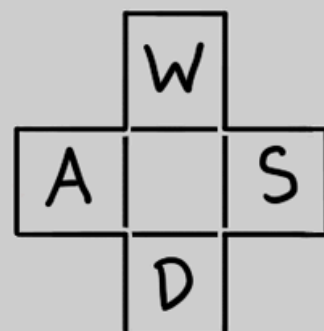
PLAYER

z



XP

Movimento



MIRA

XP



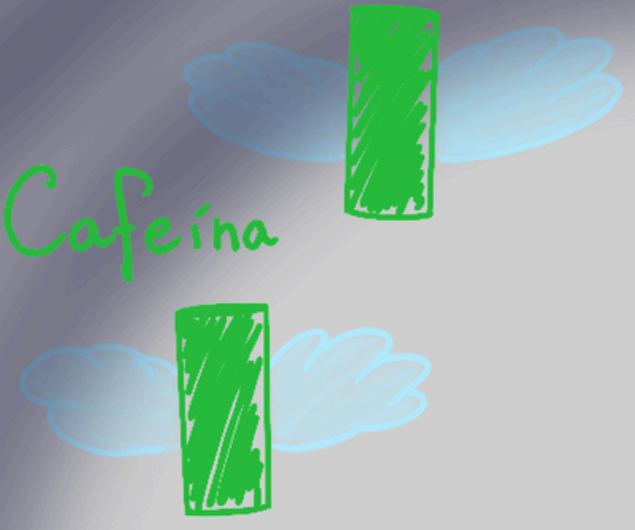
100% = Powerup

2:30

Fase do Sono: NREM2

Countdown

Cafeína



Ansiedade



z

z

Projéteis

HP

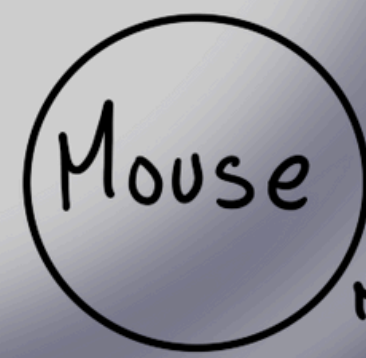
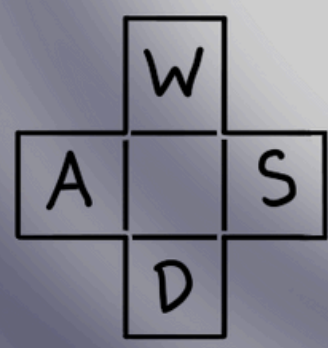


PLAYER

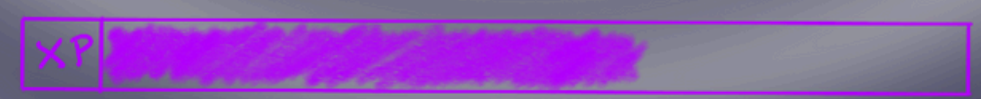


XP

Movimento

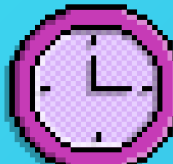


MIRA



XP

100% = Powerup

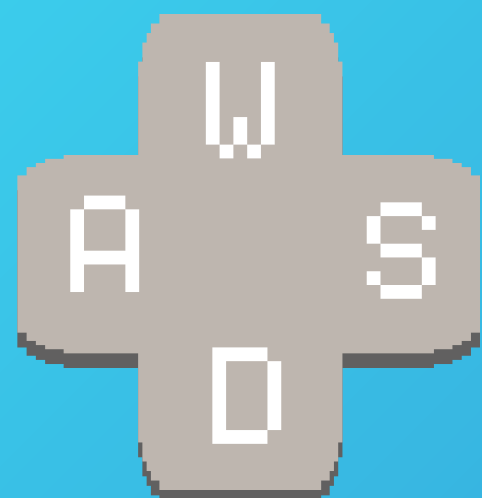


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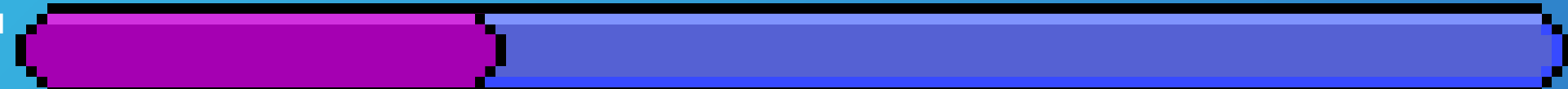


2

2

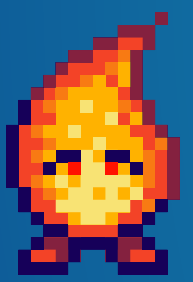
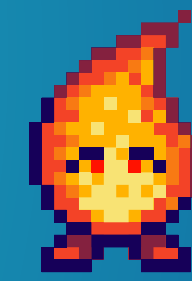
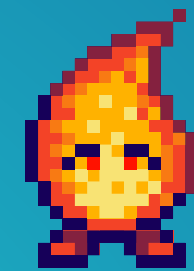
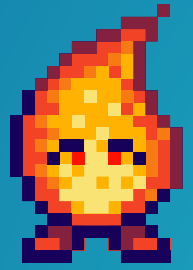
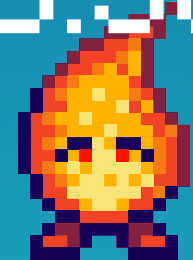
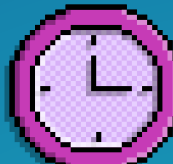


XP

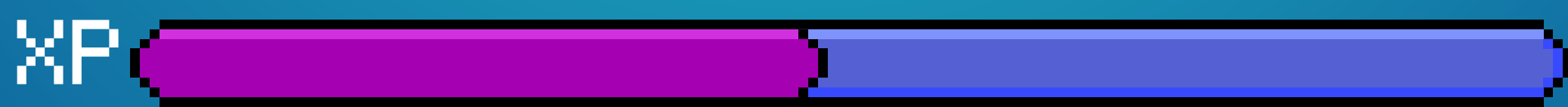
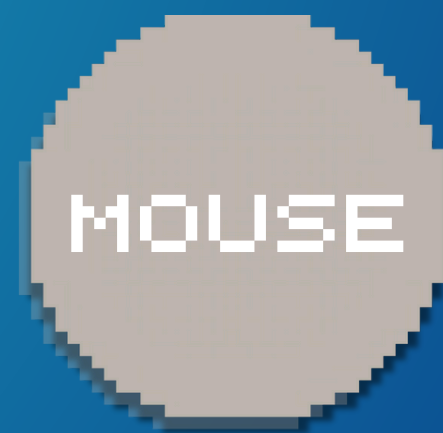
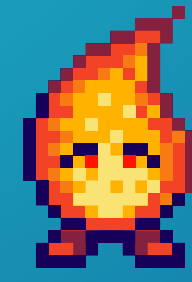
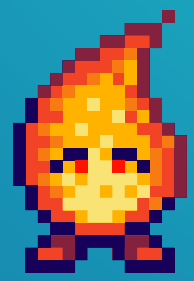


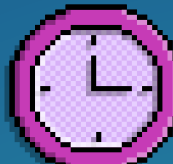


03:36



z z z





02:51



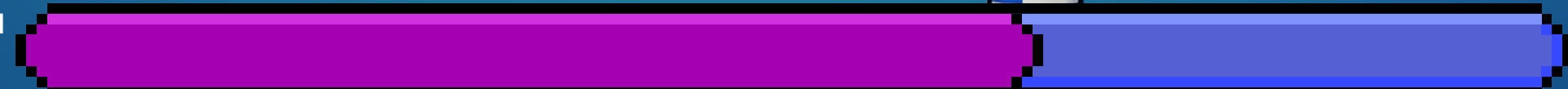
Z

Z

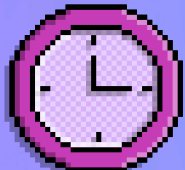
Z



XP



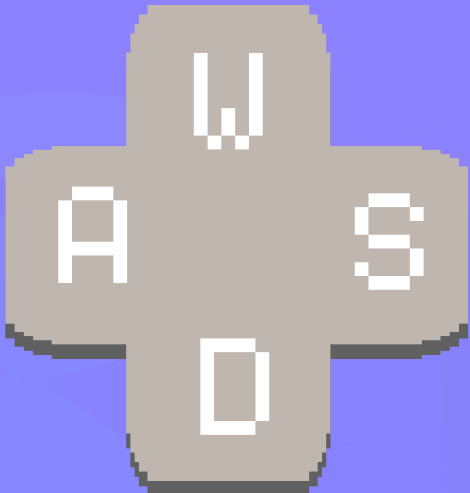




01:27



z  
z  
z



XP

