



A Mimir

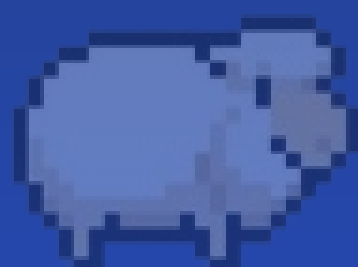
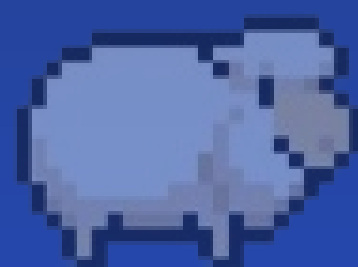
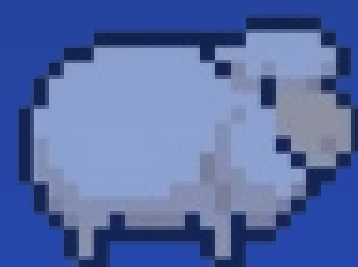
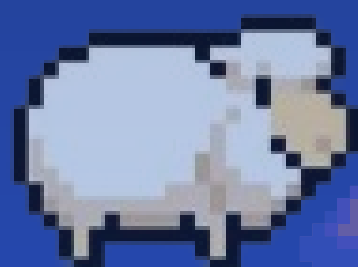
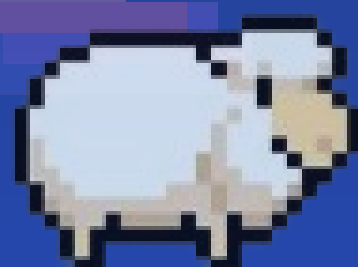
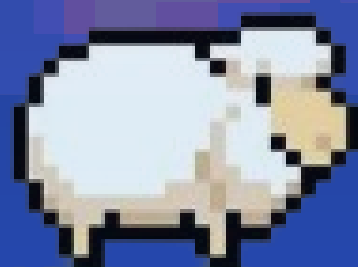
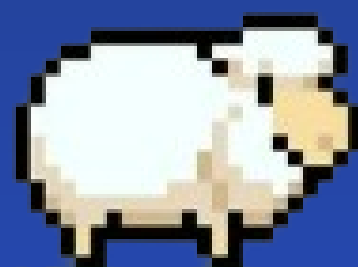
START

Sobre o jogo



O projeto é 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.

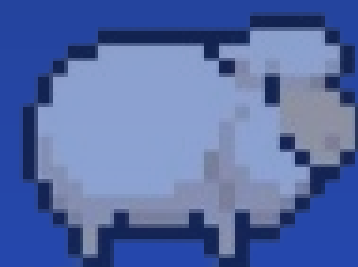
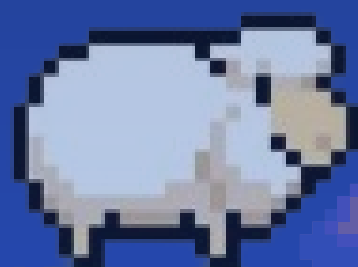
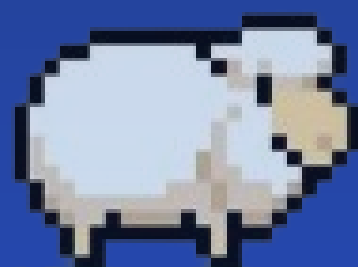
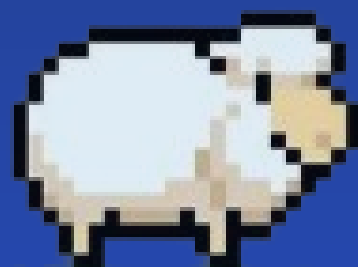
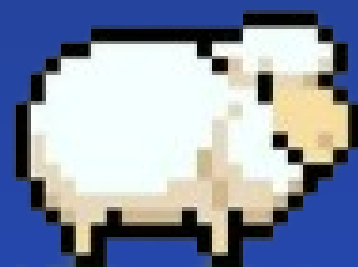


Mecânica e pontuação



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



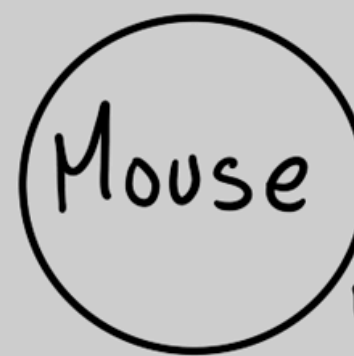
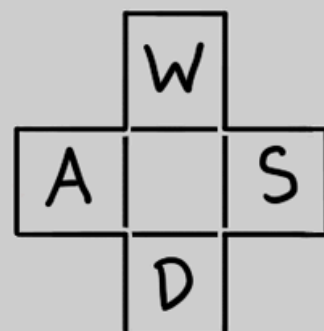
PLAYER

z



XP

Movimento



MIRA

XP



100% = Powerup

2:30

Fase do Sono: NREM2

Countdown

Cafeína

Ansiedade

HP

Projéteis

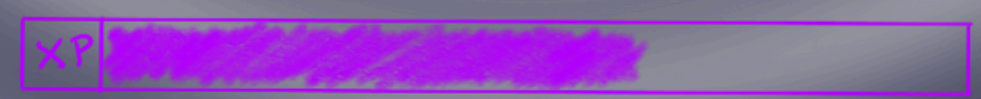
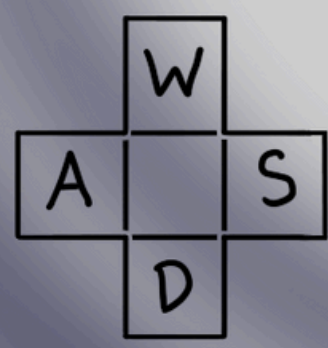
XP

PLAYER

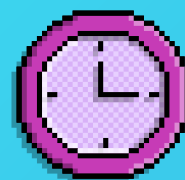
Mouse

MIRA

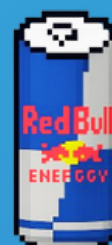
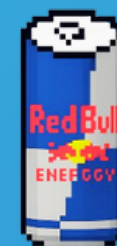
Movimento



100% = Powerup



04:42

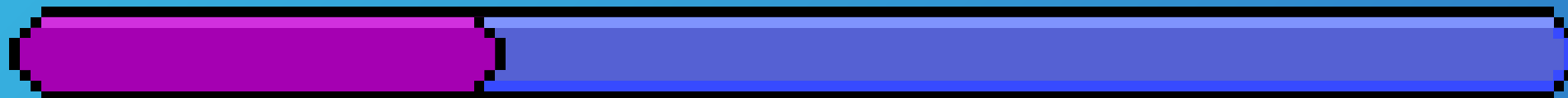


2

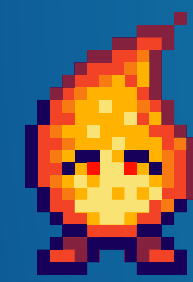
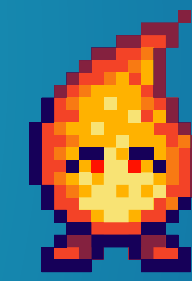
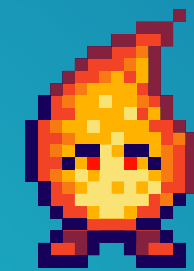
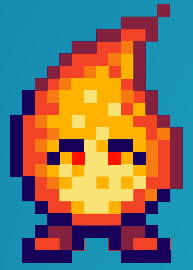
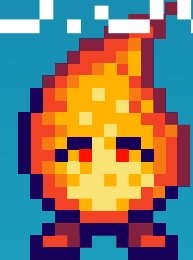
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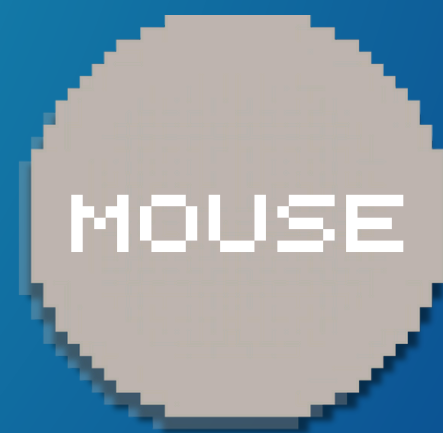
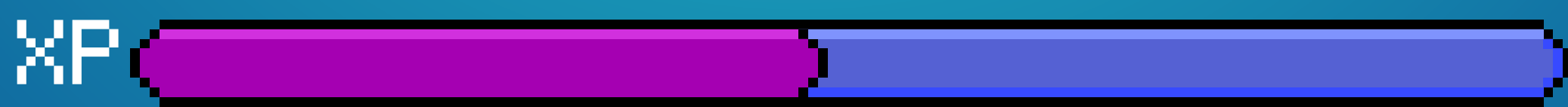
XP



 03:36



z z z

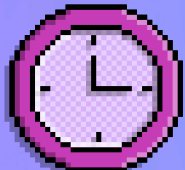


 02:51



z
z
z

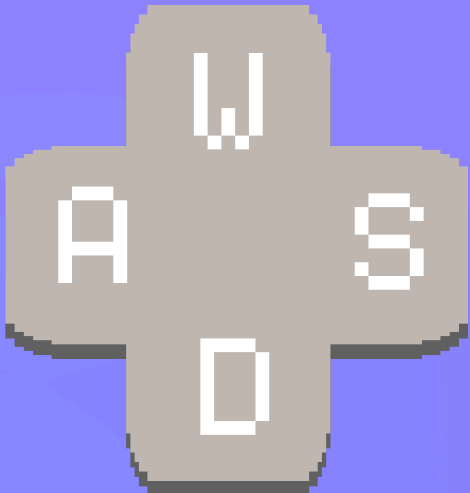




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z z z



XP

