# Dream Jump

Genre:

What type of game is this?

Fantasy Platformer

## Target Audience:

Who are you trying to sell this game to? What about them should find this game appealing?

Fans of platformers and maybe Yume Nikki

## ESRB:

What is the game’s rating?

E for everyone

Game Summary:

How does this game play?

open world platformer

(only thing in the game will be the ability to explore,dying to the berries , and the goal of getting to the door)

## Target Platforms:

What is the target platform? If PC, what specs will the computer need?

PC (standard requirements for a unity game)

## Required Licenses:

Does this game require any licenses such as a movie it is based on?

no

## Competition and Marketing:

How is this game going to be marketed? How does it compare and contrast with the competition? Why do you think this game will sell?

No, it's just for practice. The platforming is going to be basic so the only real thing going for it is the theme.

Designer and Creation date:  
Who are you? When was this written?

Grace (Willow) Curtis 8/26/21