DREAMCHARMER

Team Sleepless

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- ★ Amy: Art Director / Team Lead
- ★ Ambeisa: Producer / Sound Designer
- ★ Mickey: Lead Designer / Webmaster
- ★ Vincent: Lead Programmer

- ★ Jon: VFX Artist
- ★ Giselle: Artist
- ★ Billy: Animator
- ★ Gabe: Artist

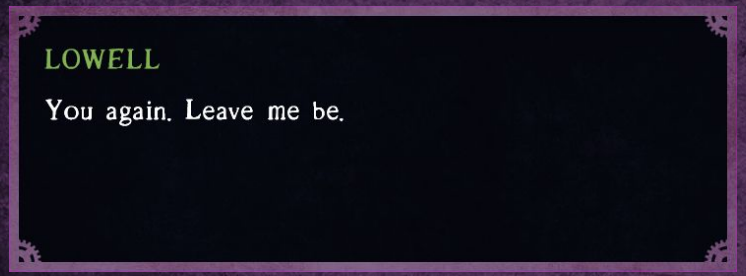
- ★ Josh M.: Programmer
- ★ Josh S.: Programmer
- ★ Sanjay: Programmer
- ★ Anthony: Programmer

- ★ Mikee: Designer
- ★ James: Designer
- ★ Victor: Designer

Nightmares have overrun Victorian London…
Fight back with the power of dreams.

Characters

- ★ Lowell, a dream alchemist with a troubled past
  - The reluctant protagonist
  - Inventor of the Dreamcharmer



Characters

- ★ Who is the mysterious Sleepless Girl?
  - A voice that calls you to action
  - Connected to Lowell and the Nightmare crisis

Gameplay

★ Collect 3 types of dreams from sleeping townspeople

Passionate Happy Reflective

Dream Magic

Fireball

Phase Dash

Shield Pulse

Mixed Dream Magic

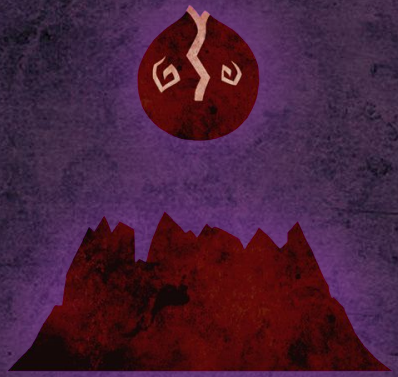
Chain Lightning

Vampirism

Nightmares

Drone

Chomper



Turret

Night Mare

Environments

★ Streets of London

Environments

★ Dream World

Target Specs

- ★ Genre: 2D Action/Platformer
- ★ Target rating: E10
- ★ Target systems: PC/Mac

Looking Ahead

- ★ Current status
  - 2 complete levels
  - Full storyline
  - 30 min game length
- ★ Given more time...
  - More enemy types
  - Additional levels
  - 1.5 hour game length

Demo Time