



# DREAMCHARMER

"Dream alchemist exorcises London"

## Game Design Document

Version 1.00

Last Updated: 09/04/17

Authored by: Mickey Parrs & Amy Su

### [Team Site](#)

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# Design History

A brief explanation of the changes made in each listed version of the game design document.

## **Version 0.10**

Last Updated: 04/27/17

Authored by: Josh Megahan

First draft of the document. Some assets such as level design, audio, and the artificial intelligence are not fully realized and are not detailed in the first draft. Anything marked as 'n/a' has not been determined by the team.

## **Version 0.20**

Last Updated: 05/11/17

Authored by: Josh Megahan & Amy Su

Edits to title page. Clarification on dream types and additions to Lowell's character. Details for first AI added. Sleepless Girl character added. Additions to the Game Art and Management sections. Other minor edits/reorganizations.

## **Version 0.30**

Last Updated: 05/28/2017

Authored by: Mickey Parrs

Edits to HUD and Menus sections. Specified the use of ammo counters. Specified proper title and page text fonts for menus.

## **Version 0.40**

Last Updated: 06/15/2017

Authored by: Amy Su, Victor Guillermo, & Josh Megahan

Edited Mechanics, Interface, and Game Art sections. Now includes the full story progression and description of our level. Added the list of audio files. More enemy details.

## **Version 0.50**

Last Updated: 07/17/2017

Authored by: Mickey Parrs & Amy Su

Edited team composition, Management, Story, and Art sections. Edited Gameplay Objectives section and Mechanics Checkpoint and

Combat sections. Added London Streets Layout to describe Lv1 flow and added visual flowchart. Authored Enemy and environmental asset placement sections of London Streets Layout to better fit with current design philosophy and include new enemy types. Added Tutorial and Bloodgate descriptors as well.

### **Version 0.60**

Last Updated: 07/24/2017  
Authored by: Mickey Parrs

Edited Default Control presets for controller and keyboard. Added 2 new presets for controller. Began Lv2 subsection in Section IV.

### **Version 0.70**

Last Updated: 08/01/2017  
Authored by: Mickey Parrs & Amy Su

Slight edits to Story and Art sections. In Section IV, Level #2, removed elevator Bloodgate, authored Bridge and Clocktower Freerun sub-sections. Updated dream placement for Happy Dreamtype in Level #2 and added a guide for nightmare gear placement. Added Sleepless Girl Final Boss to Level #2, including all mechanics and states of the encounter.

### **Version 0.80**

Last Updated: 08/28/2017  
Authored by: Amy Su

Edits to Story and Art sections. Added script and cutscene directives.

### **Version 0.90**

Last Updated: 09/04/2017  
Authored by: Mickey Parrs & Amy Su

Remove Bubble Protect from mechanics. Updated level 1: column placement, replaced tutorial with lab section, and added Free-run 2 section. Updated level 2: updated Sleepless Girl Boss, removed in-between floor section, added enemy placement section, added bloodgate section. Replaced all instances where Lowell's device was referred to as "contraption" with "Dreamcharmer." Moved dream acquisition sections to game mechanics. Edited script and cutscene directives and added environment images. Modified Team Sleepless roles.

### **Version 1.00**

Last Updated: 09/04/2017

Authored by: Mickey Parrs & Amy Su

Added descriptions and health/attack values for Sleepless Girl boss and Stationary Turret in enemy AI sections. Modified script and cutscene directives. Tweaks to story progression section.

## Section I - Overview

### Game Concept

Victorian London themed 2D Metroidvania where the physical manifestation of human dreams act as catalysts for powerful magic.

### Genre

2D Action/Platformer

### Target Audience

Target rating: E10

Target age: 15 - 21

### Target Systems

PC/Mac

## Section II - Gameplay and Mechanics

### Gameplay

- Progression

In each level, the player traverses their environment through small instances of platforming, fighting enemies with their mystic powers, until reaching the end goal.

- Objectives

Maintaining dream ammunition to strategically survive and defeat the boss at the end of each level.

Clearing out waves of enemies at bloodgate sections of each level to cleanse London of a nightmare infestation.

## Mechanics

- Movement

The player moves at one speed horizontally across the ground and to a slightly limited degree mid-air. The player can jump 2-3 times their height. Dashing is also possible as a dream power that allows the player a quick burst of motion in 8 cardinal and intercardinal directions.

- Checkpoints

Progress is saved at points before bloodgates, after a bloodgate sequence, and prior to boss sequences when the player transitions from London to the Dream World.

- Dream Acquisition

The most common ways for the player to acquire dreams will be through drops from defeating enemies. Enemies will drop dreams based on their type and always enough to defeat the next combatant. Dreams will also spawn in the level around the windows of the resting London public or in special cases where Lowell will be locked in combat for an extended period of time. When dreams spawn in high concentrations, this will indicate an upcoming key point in the level. Dreams that drop from enemy kills go by the following guidelines.

Passionate dreams are common drops from Turret enemy types and will appear commonly in open areas where Lowell will be forced to fight from a long range.

Happy dreams typically come from Drone enemy types in high up platform areas with large gaps of space for the player to cross.

Reflective dreams will come from Chomper enemy types. These dreams will often be found with Chompers close to large ground

areas and long platforms with far length for projectiles to travel.

- Combat

The player aims in the cardinal directions and the primary intercardinal directions inside the 2D world, a total of 8 directions. Directional movement input determines the player's aim. Additional button input allows the player to remain stationary while aiming. Aiming straight down is only possible while jumping.

Dreams are collected as ammunition, found in the environment and claimed from defeated enemies. 3 dream types exist, identified by color and shape, corresponding to unique abilities the player can use:

Passionate-type:

Red dreams consisting of strong emotions such as anger or love.

Happy-type:

Yellow dreams consisting of happy and energetic emotions.

Reflective-type:

Blue dreams that are introspective and withdrawn.



Using a dream power will consume one of that dream type. Executing 2 dream types simultaneously creates new combo powers and consumes one of each dream type. The Standard, Combo, and Special powers are as follows:

### **Standard**

Fireball:

Fireball projectile that flies in a straight line away from the player. Passionate-type.

Shield Pulse:

Short-range shotgun-like burst of energy. Can be used to deflect enemy projectiles. Reflective-type.

#### **Phase Dash:**

A very quick, short-medium range movement of the player, during which the player is invincible and can move through enemies or their attacks. Happy-type.

#### **Combo**

##### **Chain Lightning (Fireball + Shield Pulse):**

Long-range lightning bolt fire in a straight line away from the player. On successful contact with an enemy, the lightning spreads to other enemies within close proximity of the original target. Passionate-type and Happy-type combination.

##### **Vampirism (Phase Dash + Shield Pulse):**

Melee-range attack that steals a portion of enemy health and restores some of the player's health. Reflective-type and Happy-type combination.

The player will continue to move and fight until their health drops to zero, as result of enemy attacks, thus killing the player.

## **Section III - Story, Setting, Character**

### **Story/Narrative**

#### **○ Summary**

Little do we know how powerful dreams really are. They do not simply imagine worlds and beings, they create them, albeit self-contained. Unfortunately, dreams can be such fragile, corruptible things. Victorian London has been overrun with Nightmares, the physical manifestations of bad dreams. Some have grown to incredible strength and have begun spreading fear through dreams, creating more and more monsters. These Nightmare monsters feed on the dreams of sleeping people, eventually consuming consciousness of their victims. Lowell, an alchemist, can use dreams as magic and is the only person who can fight back. Aided by the mysterious Sleepless Girl, he aims to find the source of the Nightmares. As the game progresses,

we find out how everything is ultimately tied to the Sleepless Girl, Lowell's past, and his inner turmoil.

- Progression

Elements of game story are to be told through short dialogue pieces via the Sleepless Girl and the bosses.

Alchemy Lab:

Lowell is remorseful. The Sleepless Girl's voice appears in his head, urging him to take care of the Nightmare infestation in London. Lowell seems to be used to (but also sick of) hearing her disembodied voice. The player gets a sense that Lowell did something bad in the past, and it's tied to the Sleepless Girl in some way. Lowell is reluctant to pick up his old Dreamcharmer again, but does so after her urging, and heads outside (making his way to a church that she mentions)...

Level 1:

Lowell heads through the streets of London. The Sleepless Girl makes remarks at the bloodgate.

Before First Boss:

Lowell is somewhat shocked to see the Sleepless Girl standing outside the church doors. The player learns about her former role as Lowell's apprentice in alchemy. She warns him about the boss.

First Boss - Night Mare:

The Mare seems to be familiar with Lowell and his past mistakes, taunting him about them. The player learns why Lowell began his study of dreams. After defeating the boss, what's left behind is a story item, a "Dream of the Past," which contains some text.

After First Boss:

Transition to the start of the next level/outside the church, with the Sleepless Girl. Despite defeating the boss, the situation in London hasn't improved. There is something else causing it all, and it's at the top of Big Ben. Lowell is not happy to hear the location. Lowell shows the Sleepless Girl the "Dream of the Past," which she is extremely shocked to see... A sudden clock chime causes her to disappear.

Level 2:

Lowell heads across Westminster Bridge. He comments on the Clocktower before entering it. Lowell climbs to the top.

Second Boss - Sleepless Girl:

Through the dialogue with the boss, the player learns that Lowell was conducting a dream experiment at the top of the tower years ago, for his own selfish reasons. The Sleepless Girl was used in this experiment, and died when things went wrong. It turns out, the Sleepless Girl is partly a figment of Lowell's imagination and, while the one you've been talking to is kind, there is another half of her that represents the her that's filled with hatred for having died because of Lowell.

After Second Boss:

After defeating the Sleepless Girl, her other self appears for the last time. The player may doubt that this is truly her spirit, or if it's still something created by Lowell and represents him forgiving himself. The player receives a "Dream of the Future," and the game ends.

## Game World

Set in the streets of Victorian London, where Nightmares run amok. The source of the Nightmares lies within abstract and corrupted dream worlds that Lowell must traverse.

## Characters

- Lowell



- Backstory

Lowell is an alchemist who can wield dreams like magical catalysts. Before the events of the game, he invented the large Dreamcharmer carried on his back in order to capture dreams, extract their raw essence, and combine their powers together. As an insomniac and eccentric, the creation of this device was motivated by his desire to understand others. During this time he also picked up an apprentice, whom he came to care for. However, Lowell began misusing his powers for his own gain, and eventually caused a horrible accident that caused the death of his apprentice. Since then he's become more withdrawn.

- Appearance

Sporting a brown overcoat and dream-holding Dreamcharmer on his back, he wears a tired expression on his face wherever he goes due to his insomnia and regret.

- Relevance to game story

The protagonist of this story, seeking a solution to London's Nightmare problem.

- The Sleepless Girl



- Backstory

Lowell's former apprentice. Knows the ins-and-outs of dream alchemy, having studied under him. Died before the events of the game due to a tragic accident caused by Lowell.

- Appearance

Small and pale girl in a lilac dress. Has white hair with a blue bow. Carries a doll. Her expression is always serene. In her dark form, her bow and doll turn red and her eyes open.

- Relevance to game story

A guide of sorts to Lowell. Very much related to London's Nightmare issue. Becomes the final boss.

## Script and Cutscene Directives

- Scene I: Alchemy Lab

Lowell stands in front of the Dreamcharmer, idle.

Sleepless Girl: Lowell, can you hear me?

Lowell: You again. Leave me be...

Simultaneous with the last line, Lowell's sad animation plays and the idle portion loops.

SG: There is a strange power afoot. Nightmares have begun seeping into London.

L: I know that, but-

SG: And you must know that you are the only one capable of destroying them.

L: I told myself, after what happened, that I would never use this horrid Dreamcharmer ever again. No more playing around with dreams.

SG: You would rather see London corrupted, by the same darkness?

L: That's...

SG: Head to the cathedral. You will find the source of the Nightmares there.

L: ...

Lowell's sad animation plays in reverse so his arm comes down and back to the normal idle loop. Fade to black.

---

- Scene II: Start of Level

Lowell: It's been a long time since I last wore this. I'm feeling a bit rusty. Oh, that's right, I can always check my old notes if I need to[P/START].

---

- Scene III: Memorial Bloodgate

After Lowell walks a certain distance in, the bloodgate lifts. The background fades into the red version.

Lowell: What was that?

Sleepless Girl: There seems to be no way out. If you purify all of the Nightmares in the area, the gates may lift...

After defeating all the enemies, the gates lift and the red background fades away. Pause Lowell.

SG: All clear! Good work, Lowell!

L: I don't need your praise...

SG: ...What an absolute ray of sunshine you are.

Back to normal gameplay.

---

- Scene IV: Outside the Cathedral

The Sleepless Girl stands, idle, in front of the church doors.

Lowell: You—!

Sleepless Girl: Is that any way to greet your old apprentice? Lowell, I sense a strong presence behind this door. Be careful.

L: Why are you here? The voice wasn't enough? Am I seeing things as well?

SG: Lowell, I just wanted to say... I don't blame you, for what happened before.

The Sleepless Girl starts to fade out.

L: Wait!

Back to normal gameplay. When Lowell enters the door there's a fade to black.

---

- Scene V: Cathedral Interior

Lowell enters the arena.

Night Mare: Oh my, if it isn't Lowell, the failed "dream alchemist"!

Lowell: You're the monster causing all of this?

NM: I don't know, am I?

L: ...

NM: You know, Lowell, I can see your past-taking up the study of dreams because you don't understand them? How lovely. And you got so close to realizing their true potential, poor you!

L: That wasn't—that was wrong! I should have never...

NM: Your only mistake was thinking you could take me on, just because you have that silly-looking device. Now, let's get to the mane event, shall we!

The fight starts. After the Night Mare is defeated its death animation plays...

NM: So you weren't just... horsing around...

Then, the Night Mare's disintegration animation plays and at the same time, the special dream sprite fades in. Resume normal motion to let the player collect the dream.

L: This is...

A Dream of the Past: I want to be a splendid alchemist just like you! I still remember the day you took me under your wing. I know I'm small and weak, but I think, with alchemy, we can truly change the world for the better.

After the last line, Lowell's death animation plays. Fade to black.

---

- o Scene VI: One the Bridge / Outside the Tower

Lowell stands, idle, on the bridge. The Sleepless Girl is in front of him. The camera is slightly lower in order to show the bridge structure.

Lowell: You... Ugh, my head... I am... outside again? I defeated the mare, but nothing has changed. Rather, it seems like things are worsening...

Lowell's sad animation plays during the "ugh" part and goes into the sad loop.

Sleepless Girl: I was wrong. Now I'm sure, the true source of the Nightmares is at the top of the clock tower.

L: The clock tower! But that place is...

Simultaneously the sad loop exits with the last line, same as every time before.

SG: I know, it's full of bad memories, isn't it?

L: ...

After the last fight, I received this...

The special dream fades in and floats to the space between them.

SG: That's—!

Simultaneous with the last line, the Sleepless Girl's shock and disintegration animations play and a clock chime sfx rings. The special dream fades out.

L: ...

Resume normal movement. When Lowell is nearing the tower door...

L: I never thought I'd come here again. This is the place... where she died...

Resume normal movement. When the player enters the door, the camera pans up, showing the full tower, then fades to black.

---

- Scene VII: Tower Bloodgate

Lowell: Another gate...!

And after defeating all the enemies:

L: It's over...

---

- Scene VI: Top of the Tower

The Sleepless Girl is floating in the middle of the Nightmare gear.

Lowell: What is the meaning of this?

SG: Lowell, do you still not understand? Do you not remember what happened here?

L: I remember. Back then, I was selfish, and greedy. I let the dreams get to my head. I designed that experiment because I wanted control over people's minds and you—you who would follow me anywhere—agreed to be my test subject. I didn't think that an accident would... I didn't know...

Lowell's sad animation plays at the start of the last sequence and goes into the sad loop.

SG: I died for it!

L: I'm sorry... I'm so sorry.

SG: What's happening now, too... it's all because of you. You, and your lingering sentiments.

L: What? How could I—

Lowell exits his sad loop.

SG: You wanted so desperately for me to forgive you! So I did. But, you also wanted me to despise you, so I am merely following your wishes. I despise you, for letting me die and leaving my dreams unrealized!

L: I... deserve your hatred.

SG: Then don't complain when I take your life and turn London into a living hell!

The fight starts. After defeating the Sleepless Girl and her death animation plays, the player must approach her to trigger her disintegration. The normal Sleepless Girl fades in, idle, in front of Lowell.

SG: Good work, Lowell!

L: You...

SG: Lowell... I forgive you...

L: Are you... really her?

The Sleepless Girl fades away. As she fades, the special dream sprite fades in, which again, Lowell must collect.

A Dream of the Future: I may not be there to see it, but I know you'll see it through, that bright future I dreamed about. Lowell, you have time left to do great things, and I believe you will.

After this text, play Lowell's idle animation with his eyes closed, smiling. Fade to black. End game screen.

## Section IV - Levels

### Level #1

- Synopsis
  - The level starts in the streets of London. The player must learn to use dreams and Lowell's magic to survive through the nightmares. At the end, the player enters the Dream World through a door and fights the Night Mare boss.
- Objectives
  - Collect dreams
  - Learn how to use Lowell's powers for each dream type
  - Cleanse the streets of London from a hive of nightmares
  - Survive and defeat the Night Mare boss

- Rewards
  - Progression to the next level
  - Defeating the Night Mare yields a "Dream of the Past" dream (for story purposes)
- Major Gameplay
  - Platforming
  - "Hack-and-slash" combat with the Fireball and Shield Pulse magic attacks
  - Using the Shield Pulse to reflect enemy fireballs
  - Dash to evade
  - Dash to charge
  - Chain Lightning attack to target enemies in groups
  - Using Vampirism to steal health from enemies and in high-risk-high-reward combat
  - Receiving a Bubble Shield dream powerup for a reprieve from the fighting
- Enemies
  - Chomper
  - Drone
  - Swarm
  - Turret
  - Night Mare (Boss)
- Introductory/Story Material
  - The Sleepless Girl's voice calls Lowell to action in his alchemy lab, prompting him to head toward the cathedral. When the bloodgate is triggered, she informs the player. Outside the cathedral, Lowell is surprised to see the girl in person. She gives a warning about the boss fight before disappearing. The Night Mare boss taunts Lowell about his past.
- London Streets Layout (Level 1)
  - Alchemy Lab

Lowell begins in his lab, reluctant to put on his Dreamcharmer. The player gets an introduction to Lowell's character and the nightmare infestation he

will encounter on his quest. The screen fades and he is dropped onto the streets of London.

- Free-Run Part 1

Once Lowell has passed into the first part of London, the player will get an opportunity to explore their new powers, fighting some of the enemies they were introduced to in the tutorial and collecting more dreams for their fight to clean out the nightmare infestation.

- Bloodgate

The player will travel into a part of London with a strangely colored sky. Upon entering the new area, the player will receive notice of a checkpoint. After travelling a bit further in, barriers will come down behind Lowell and the player will be prompted to clear the nest of several waves of nightmares in order to move on.

The first enemy to appear will be a literal nest enemy that spawns swarming enemies that will fly into Lowell and damage him on impact. Before this happens, he will be prompted to remember his mixing capabilities and that the Chain Lightning may be particularly useful against this enemy type.

From here Lowell will be forced to clear out three more waves of Chompers, Drones, and Swarm enemies that appear as he defeats the previous batch.

Once he has cleared the patch of nightmares, the player will be congratulated, the restrictive barriers that locked them in will raise up, and the sky should revert to its regular form to show that the area has been rid of corruption.

- Free-Run Part 2

In the third section of London, the player will encounter a more vertical pathway and need to fight

through a higher concentration of Drone enemies to get to the Cathedral that houses the Night Mare.

- Column Placement

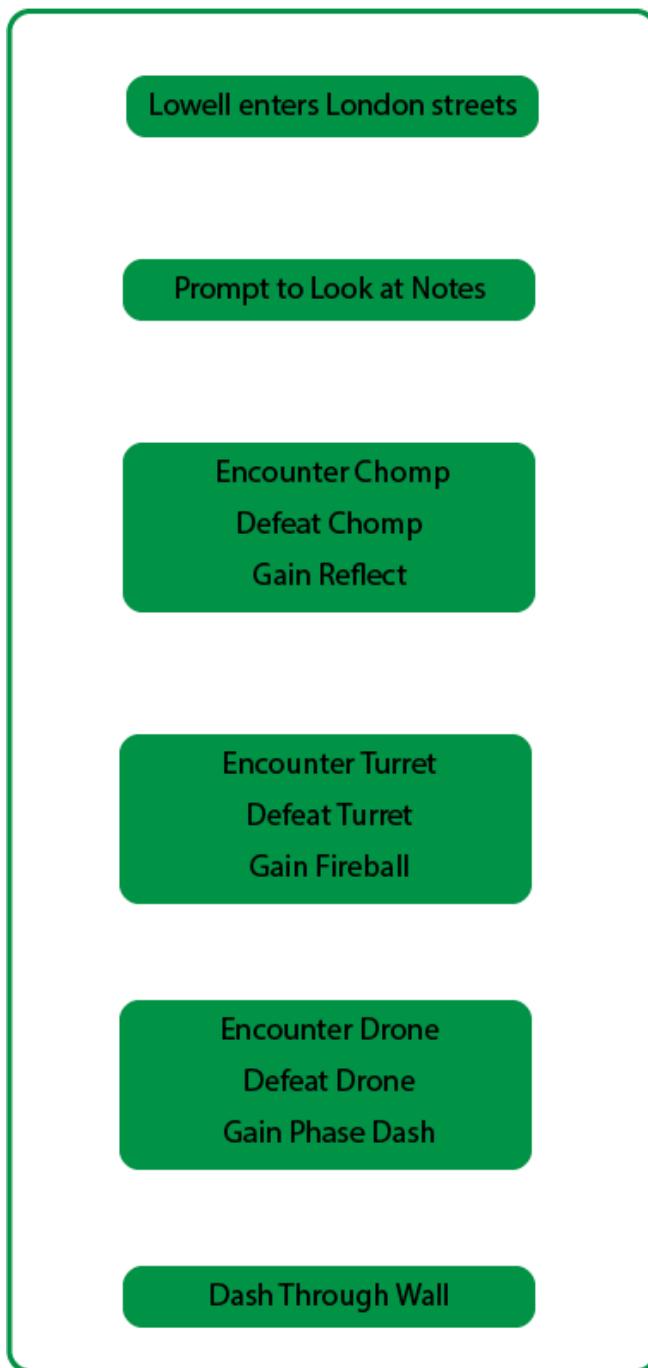
Columns are barriers that cut Lowell off from areas of enemies and explorable parts of a level. Columns provide a layer of protection from most enemies. These create a break from the primarily horizontal path that players will take on to reach the end of the level and suggest different areas as suitable for travel.

- Building Placement

Buildings vary between small, medium, and large in terms of height and width. Tall buildings are very common throughout the level in order to encourage and reward player exploration with side paths.

- Level #1 Flowchart

## Tutorial



Free Roam  
Player Can Explore Powers

## Bloodgate

Enters New Area

Checkpoint

Enter Bloodgate  
Chains Come Down  
Monsters Come Out

Lowell Clears Nightmares  
Visuals Clear

Player is Rewarded

Free Roam  
Collection for Boss

## End of Level

London Gets a Bit Corrupted

Checkpoint

Sleepless Girl Stops Lowell  
She Tells Lowell About the  
Next Challenge the Nightmare

Lowell is Left with The Door

Player Enters Dream World

- Enemy Placement

- Chomper

The beginning of the level introduces the Chomper as the first enemy. The player's first few battles with the Chomper will be easy and a chance for the player to experiment with Lowell's powers. As the level progresses, the amount of Chompers increase to challenge the player.

- Drone

The Drone will be the only enemy to appear in the high towers of London and chase Lowell for as long as he is in the nightmare's territory. Moving erratically until it hones in will force Lowell to clear out the monsters if they wish to take the high road, but the player will encounter no other resistance.

- Turret

This enemy acts as a guard dog, indicating the arrival of players to a new area and defending powerups that are placed in special areas throughout the level.

- Night Mare Boss Fight

- Layout

The fight takes place within a one-screen arena. There is a ground floor and three floating, stationary platforms in the center of the screen. There are also three crooked London building assets that float up and down, dispensing dreams. Under the ground floor is lava, which can rise to cover the floor. The boss stands at either end of the screen on the ground.

- The Boss

The Night Mare can send out a set of fireballs that track the player and a circular spray of fireballs in

every direction. It can stomp to raise the lava to cover the ground and do a dash attack from one side of the arena to the other. The Night Mare is invulnerable to attacks except for when its skeleton is showing, which occurs after a dash or stomp.

- Player Strategy:

The player must use platforming skills to dodge the Night Mare's fireballs and collect dreams. The Shield Pulse is particularly useful in this fight due to its ability to reflect incoming fireballs. When the boss's skeleton becomes visible, use red dreams to attack (or Chain Lightning for devastating damage). Dash can be used for evasion and attacking. Bubble Protect is helpful for avoiding taking damage and giving the player more time to attack the boss (since after the stomp the ground is covered by lava for a bit).

## Level #2

- Synopsis

- The level starts on perverted nightmare version of Westminster Bridge right in front of twisted Big Ben. The player crosses the bridge with nothing but a few small Horned Chompers in their way. Upon entering Big Ben, however, the player must take command of the dream powers to purge hoards of enemies while making their way through the twisted looking clocktower until they reach the top and fight a Nightmare version of Lowell's former apprentice to rid London of the Nightmare scourge.

- Objectives

- Collect dreams
- Navigate through a twisted Big Ben
- Finally put the Sleepless Girl to rest and wake London from an eternal nightmare

- Rewards
  - Uncovering a mysterious past
  - Defeating the Sleepless Girl yields a "Dream of the Future" dream (for story purposes)
- Major Gameplay
  - Platforming to scale the inside of Big Ben
  - "Hack-and-slash" combat with the Fireball and Shield Pulse magic attacks
  - Using the Shield Pulse to reflect enemy fireballs
  - Phase Dash to evade enemy attacks
  - Phase Dash to maneuver through deadly obstacles
  - Chain-Lightning attack to target enemies in groups
  - Using Vampirism to steal health from enemies and in high-risk-high-reward combat
- Enemies
  - Chomper
  - Drone
  - Turret
  - Nightmare Sleepless Girl (Boss)
- Story Material
  - Lowell awakens on Westminster Bridge. The situation in London has worsened. The Sleepless Girl prompts the player to head to the clocktower. When Lowell shows her the "Dream of the Past" he obtained from the Night Mare boss fight, she transforms and disappears. At the top of the tower, they meet again and the events of the past are revealed before the final boss fight.
- Nightmare Big Ben Layout (Level 2)
  - Bridge (Short Dream Collection)

Lowell wakes up after the Night Mare fight on Westminster Bridge and must cross through the Dream World to reach the twisted clocktower

Starting out gameplay in this level, Lowell wakes up in front of a new version of the Chomper with a large protective plate on its head. Lowell is presented with a few dash dreams to indicate the most effective way to deal with this enemy as if he shoots projectiles at it, they will reflect back at him.

The Bridge is a short run with no platforms but a few extra dreams for the player to reload after defeating the Night Mare at the end of lvl1 and a few Guard Chomps along the way. Once the player reaches the end, they are greeted with an unsightly visual of Big Ben and step inside.

- Clocktower Freerun

Once Lowell enters the Clocktower, he will be greeted with an open floor and introduced to a nightmare gear obstacle. He is tasked with traversing each floor to reach the top of the clocktower.

The player will fight their way from floor to floor, jumping over dangerous nightmare gears and defeating enemies that block their path from one floor to the next. Nightmare gears are new obstacles and damage the player similar to the way lava in the Night Mare boss fight does. They are familiar to the player as they share a similar texture to the lava.

- Clocktower Bloodgate

On the third floor of the clocktower, Lowell encounters a new Nightmare nest that he must vanquish before he faces off against the Sleepless Girl Boss. This encounter features three waves of enemies. The first wave is a group of Chompers and a few Drones, the second wave is mostly Drones, and the final wave is a combination of both enemy types.

- Nightmare Gear Placement

This is a new type of obstacle introduced in level 2 that hurts the player similarly to the lava in the

Night Mare boss at the end of level 1. Players will recognize its danger from the nightmare texture applied to the obstacle

These gears can be stationary or move along a set path, forcing the player to time their jumps to safely navigate up the clocktower.

- Enemy Placement

- Chomper

The beginning of the level introduces the Chomper as the first enemy. The player's first few battles with the Chomper will be easy and a chance for the player to experiment with Lowell's powers. As the level progresses, the amount of Chompers increase to challenge the player.

- Drone

The Drone will be the only enemy to appear in the high towers of London and chase Lowell for as long as he is in the nightmare's territory. Moving erratically until it hones in will force Lowell to clear out the monsters if they wish to take the high road, but the player will encounter no other resistance.

- Turret

This enemy acts as a guard dog, indicating the arrival of players to a new area and defending powerups that are placed in special areas throughout the level.

Reflective dreams will be frequently be concentrated near zones that Turret nightmares protect. This placement should enforce their use as the optimal weapon for combating projectile based enemies.

- Sleepless Girl Final Boss

- Layout

The final boss fight takes place on the top floor of the Clocktower. The arena will be setup with a giant nightmare gear in the center of the clock with four

platforms on each side of the clock that Lowell can maneuver around. Dreams will spawn on each platform over time.

- The Boss

The sleepless Girl Boss has 2 states, one invulnerable in which she spawns Nightmares for Lowell to fight and a vulnerable state where she pursues Lowell.

In the Invulnerable state, the Sleepless girl will be stationary at the center of the room, protected by a large, rotating nightmare gear. In this state, she will be able to summon enemies, visually telegraphed to the player by her raising her arms. She will spawn 1 wave of these enemies, a new one only coming once the player dealt enough damage for her to retreat to the safety of the nightmare gear. One of three sets of enemies will spawn with each new wave to diversify the experience the player has going through the fight. Once the player has defeated these three waves, the Sleepless Girl will enter her vulnerable fight for the final time.

In this state, she hovers around the player's general locale in the arena, always staying on the same side of the gear as the player. Every 4-5 seconds, she shoots a spread-shot of three fireballs at Lowell. Once the player has dealt damage equal to a quarter of her total health, she will return to the gear and enter the invulnerable state again.

- Player Strategy

The player will need to fight wave after wave of enemies as the little girl spawns in combinations of Chompers, Drones, and swarm enemies for different waves of combat. The player must climb the platforms on both sides of the gear, avoiding it and spawned nightmares to obtain dreams.

During the vulnerable state, the Sleepless girl will go after Lowell and he will need to avoid barrages of fireballs while trying to hit a constantly moving target.

## Section V - Interface

- HUD



1. Player health displayed in the top left corner
2. Dream counters by dream type in the top right corner
3. Dream counters should use Le\_Bossu font
4. Boss health displayed at the bottom center
5. Dialogue box pops up in top left during cutscenes.

- Menus

From the Title screen the player can Start, view Credits, view Help, or Quit.

During the game, the player can bring up the Pause menu to Quit to Title screen, view the Help screen, or Continue.

When the player dies, the Game Over screen appears, prompting them to either Continue or Return to Title.

Page text should use Le\_Bossu font.

## ○ Controls

### Keyboard (Default)

Mouse click - menu navigation, advance text  
Enter - advance text  
Backspace - skip text  
Left Shift - stand still to aim  
P - pause/unpause  
A,D - move left/right  
Space - jump  
S+Space - drop down  
W - enter a door  
J - fireball (red dream)  
K - phase dash (yellow dream)  
L - shield pulse (blue dream)  
J+K - chain lightning (red + yellow)  
K+L - vampirism (yellow + blue)

### Xbox Controller Color Preset (default)

Start - pause  
Select - skip text  
RB - stand still to aim  
Left Stick/D-pad - move  
L Stick(down)/D-pad(down)+A - drop down  
A - jump/accept/advance text  
X - shield pulse (blue dream)  
B - fireball (red dream)  
Y - phase dash (yellow dream)  
B+Y - chain lightning (red + yellow)  
Y+X - vampirism (yellow + blue)

## ○ Audio

Overall, the game audio has a dark and mysterious theme. The music reflects the themes and time period with some orchestral elements, while the modern rhythms keep the player excited. All

sound tracks were gathered from incompetech.com, and edited to loop. The sound effects were gathered from both Freesound.org and the free sonnis sound library (<http://www.sonniis.com/gameaudiogdc2017/>). Below are the citations for the soundtracks. Please see sound effect citation in google drive documentation.

Soundtracks:

Kevin MacLeod (incompetech.com)

"A Mission"

"Constancy Part Three"

"Darkling"

"Dark Star"

"Unholy Knight"

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## Section VI - Artificial Intelligence

- Enemy AI
  - Weak Nightmare ("Chomper")



Chomper patrols back and forth in a small area searching for a target. If the player is in range, but at a distance, or outside the Chomper's patrol range it shoots fireballs. Otherwise, if the player is in close proximity, it will make dash attack.

Health: 30

Fireball Damage: 10

Dash Damage: 30

- Flying Nightmare ("Drone")

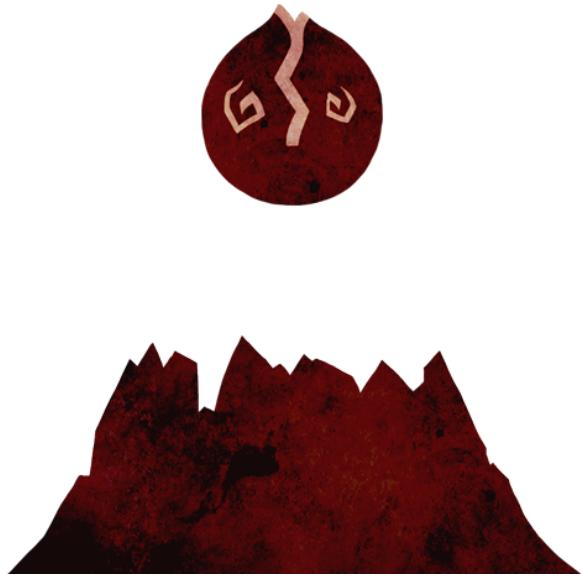


When idle, the Drone hovers up and down in a short distance. If the player travels in close proximity, the Drone will aggro, and chase after the player. When close to the player, the Drone swipes with its scythe. The Drone can fly around/through walls and environment obstacles to pursue the player.

Health: 40

Swipe Damage: 15

- Stationary Nightmare ("Turret")



When dormant, hides inside of its base. When the player gets in close proximity, the head sprouts from the base but retracts when the player leaves that range. When active the head tracks the player and periodically pulls it's head back and slings forward launching a homing fireball.

Health: 40

Fireball Damage: 20

- Boss Nightmare ("Night Mare")



Boss stands stationary, using an attack queue: launch three tracking fireballs, launch fireball wheel, stomp floor to raise lava. There is also a dash attack where the boss runs from one side of the screen to the other, which can be provoked after a cooldown timer and if the player is in line of sight. The dash interrupts the attack cycle anytime except immediately before or after the stomp. The stomp and dash attacks are both followed by the boss' vulnerable state.

Health: 250

Fireball Damage: 20

Dash Damage: 30

- Final Boss ("Sleepless Girl")



The Sleepless Girl shifts between an invulnerable, immobile state and an offensive, active state. While immobile, the Sleepless Girl floats idly behind a large Nightmare Gear and summons a wave of Nightmares to attack the player. Once the player defeats all enemies, the Sleepless Girl transitions to an active state and exits the gear on the opposite side of the player. In this state she fires 3 tracking fireballs at the player at a time. She continues to fire until the player deals a quarter of her max health as damage to her and retreats to the invulnerable state, starting the cycle over again.

Health: 300

Damage: 15

- Support AI

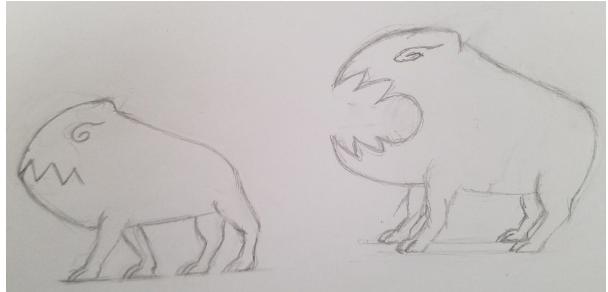
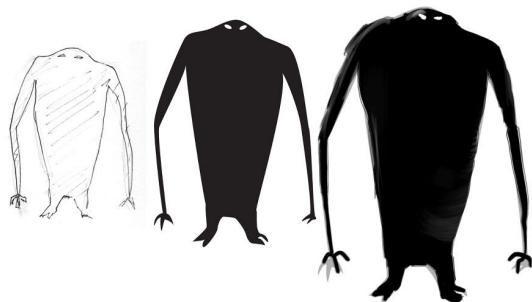
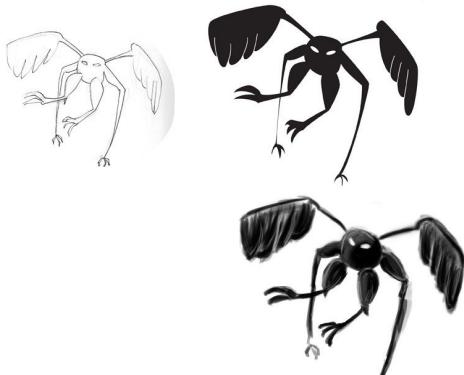
- Dynamic Item Drops

The frequency of dreams spawning in the environment and the number dropped by defeated enemies will scale according to the player's current dream count. If the player is low on dreams of a certain color, dreams of that color are more likely to spawn, and vice versa when the player has dreams in abundance. World tendency toward certain dream types can manipulated with environment

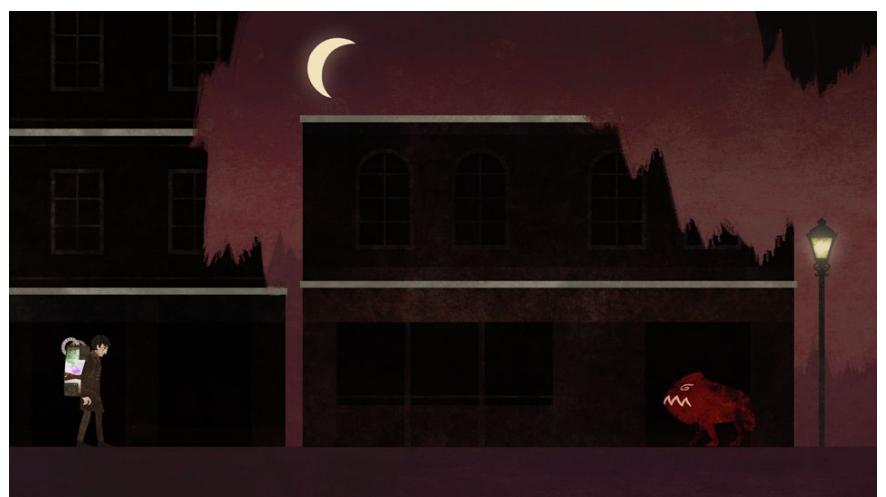
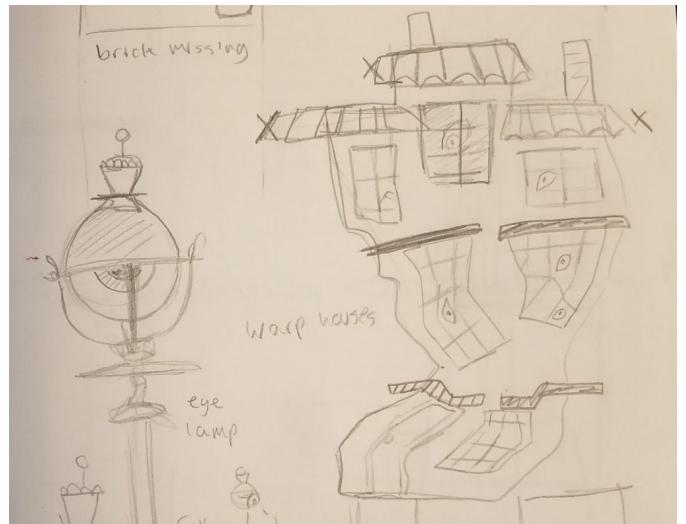
triggers to force certain types to spawn more in certain areas.

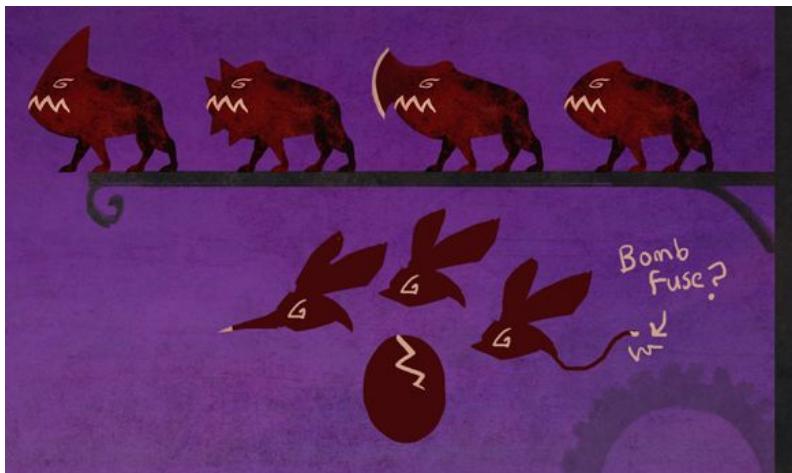
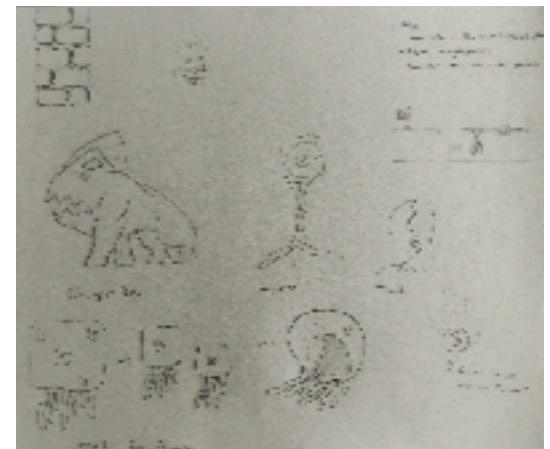
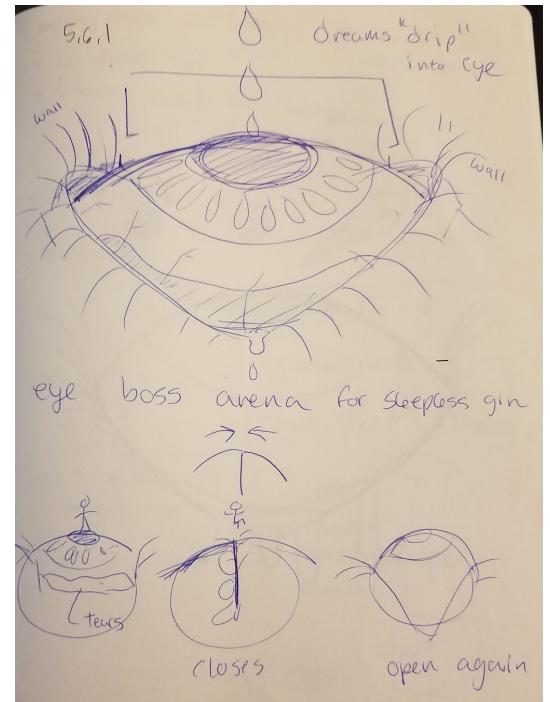
## Section VII - Game Art

- Concept Art









- Style Guides

- Characters are to be flat and simplified, with grungy textures.



## ○ Characters

- List of characters and their animations:



### **Lowell**

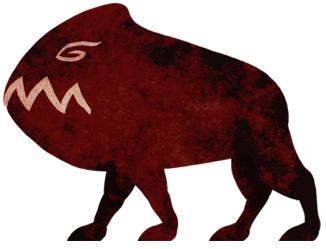
- run
- run shoot (up, straight, down, top, bottom)
- idle
- idle v2 (no Dreamcharmer)
- sad
- sad v2 (no Dreamcharmer)
- idle shoot (up, straight, down, top, bottom)
- cure (with variants)
- jump
- jump shoot (up, straight, down, top, bottom)
- damage
- death
- smile



### **Sleepless Girl**

- idle
- shock
- fly
- side float
- float shoot (up, straight, down)
- front float
- summon
- death
- disintegration
- transform

### **Chomper**



- run
- idle
- shoot fireball
- damage
- death
- lunge

### **Drone**



- charge
- idle
- swipe
- damage
- death



### **Turret**



- idle
- sprout
- shrink
- attack
- death
- base death



### Night Mare

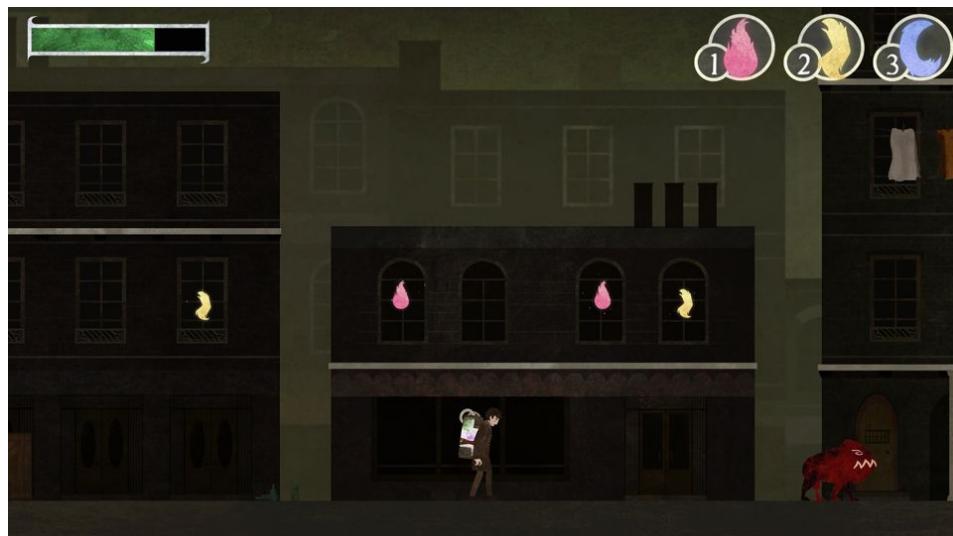
- idle
- run
- paw at ground
- shoot fireball
- talk
- rear up
- stomp
- death
- disintegration (after death)

Night Mare animations each come with a base animation and a skeleton version to lay on top of the base.

## ○ Environments

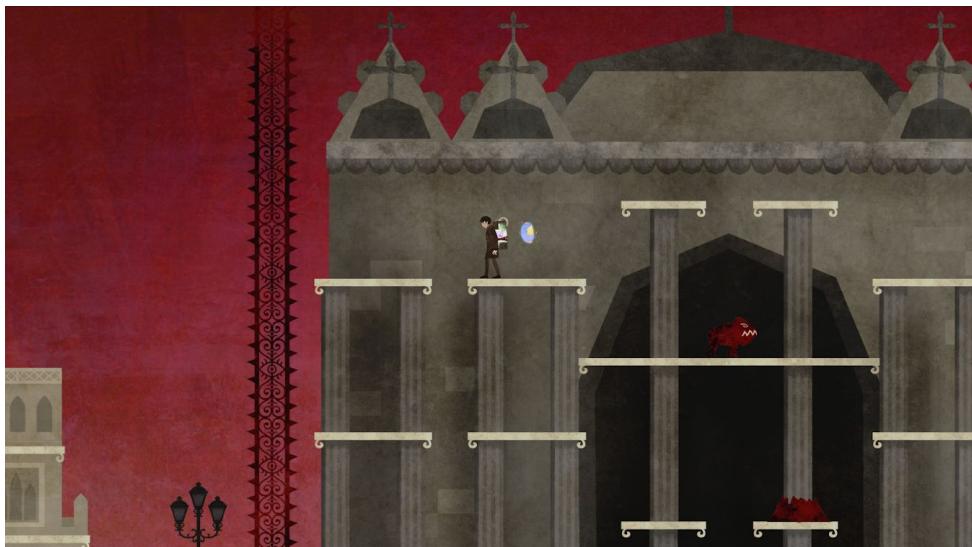
### ○ Victorian London Streets

Includes 5 different building types of varying widths. They are modular, allowing for floors with or without platforms for the player to stand on, mixing and matching chimneys, roof or no roof, and stacking floors. Additional elements include the moon, lampposts, columns that function as obstacles, variety items, and parallaxing background buildings. There is a cathedral at the end of the level.



- Memorial Bloodgate

A set of sandy or gray memorial/tomb assets, with a giant mausoleum as a set piece.



- Night Mare Boss Arena

Has a purple background and cathedral theme. Gothic arches frame the arena, which has a ground plane of tiles on which the boss stands at either end, three platforms, and bubbling lava below the tiles that rises up when the boss stomps.



- Westminster Bridge Area

Bridge with purple goo, eyeball lampposts, and a corrupted London in the background. Across the bridge is a massive goo-covered Big Ben.



- Clocktower Interior

Has a purple background and industrial theme. Features floating windows, floating windows with eyes, platforms, machines, gears, nightmare gears, and a vertical parallax.



- Sleepless Girl Boss Arena

At the top of the clocktower. Features a giant clock face with a nightmare gear in the center, and several platforms around it.



- Logos

- Available in gold and silver variants.

DREAMCHARMER

DREAMCHARMER

- Workflow

- Backgrounds & UI

Designed and created with Photoshop and Illustrator, using a variety of textures.

- Animation

Characters are designed in profile, then drawn and split into pieces on separate layers corresponding to all moveable joints in Photoshop. The appropriate textures are also selected. Afterwards, the Photoshop file and all its layers are taken into After Effects and rigged with parenting and proper pivot placement. Then, the character is animated through keyframing. Textures are applied using track mattes so that they're masked to the moving character.

## Section VII - Reference Material

Super Castlevania IV (Castlevania series)



Kingdom Hearts: Chain of Memories



## Section VIII - Management

- Schedule

377 Meeting times

- Friday 12:00-2:30 (Discussion)
- Sunday 12:00-4:00 (Work Session)

378 Meeting times

- Class (General Discussion)
- Tuesday evenings (Design Team)
- Wednesday 6:30-7:30 OR Friday 1:00-2:00 (Art Team)
- Thursday 11:00-12:00 (Programming Team)

- Boards & Charts

- [Trello](#) (old)
- [Gantt](#) (old)
- [HacknPlan](#)
- [Asset List](#)