In Chaos We Sleep

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Snigdha Chaya Saikia

About
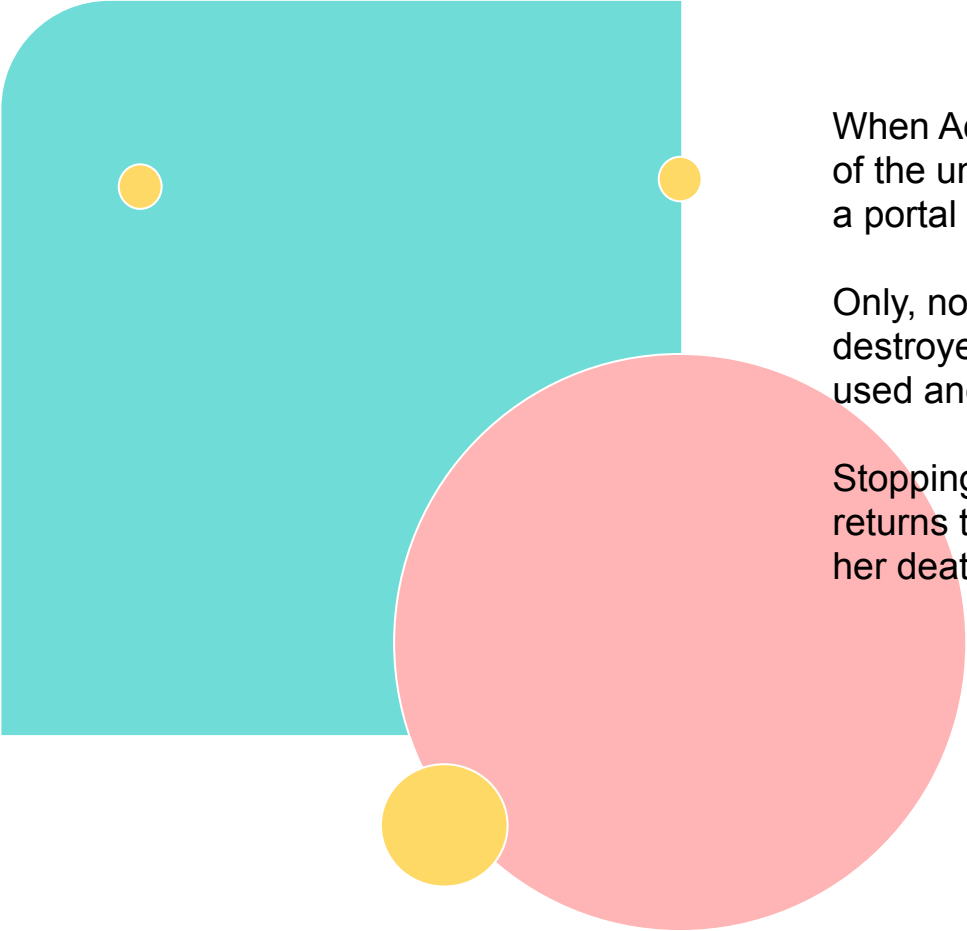
In Chaos We Sleep is a fantasy platformer game.

The game has been developed by Bharti Singh, and designed by Snigdha Chaya Saikia.

The theme of the game is Chaos, and it follows the story of Acacia, a resurrected soul who struggles to fix the world, her world, that was destroyed by the act of her resurrection, which has disrupted the flow of the world and unleashed Chaos upon it.
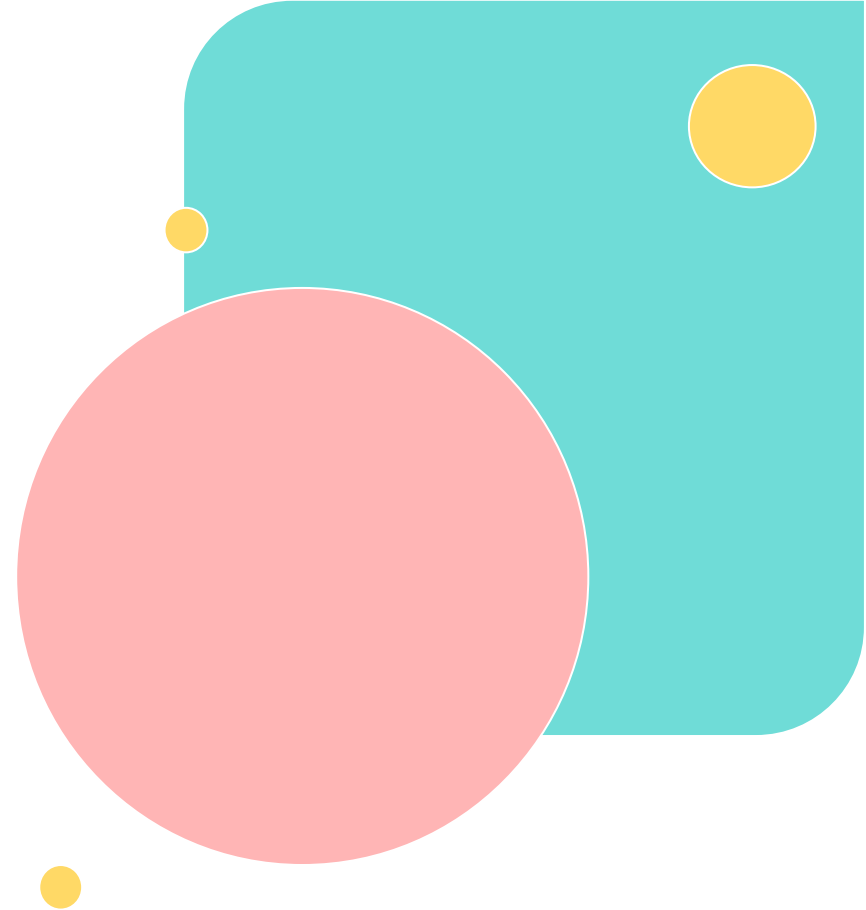
Story

When Acacia dies, her friend, Niyor, goes to the lengths of the universe to find a way to bring her back. He finds a portal and changes the past so that Acacia lives.

Only, now, Acacia finds herself in a world that has been destroyed. She has to find the portals again that Niyor used and go back to the past to fix the timelines.

Stopping her is chaos itself, and when she defeats it and returns the timelines to their right state, she goes back to her death, hoping to meet Niyor again in the afterlife.

Cutscene 01

Death was silence. It was a room of endless night and a forever I could not understand.

I slept there under the starlight for so long it must have been years.

In my time alone, I wondered about you. If you were okay, if you were safe, if you were eating, if you mourn me.

I imagined you would be sad, for a while. Then you would move on, be happy again. Build another house, make someone else breakfast.

I never imagined this. Never thought you would go so far.

Then, I woke up, I was alive again.

And the world was chaos.

Cutscene 02

(after Acacia is thrown back to the present after she fixes the first part of the time crystal)

We were happy, and we could have remained happy.

But, you see life is chaos, beyond reason. Beyond what we can perceive, what we can understand.

But then again, so are people.

You should never have gone back in time to bring me back. I died in peace. I was okay, if alone. Time is an old, cruel thing, and it should, never, ever be meddled with.

When I died, something in you shattered. And in turn, you broke the world.

Now I have to pick up the pieces.

Cutscene 03

(after the 2nd time Acacia is thrown back after fixing the 2nd part)

Hope is a fool's dream.

Yet, I hope that one day I can go back to the life I had before my death.

Back to the house with the blue door, the birdsong outside my window, you in the kitchen, singing as you make breakfast.

I hope one day we can find our way back. Back to the start.

In the end, I am a fool, but aren't we all?

Cutscene 04

(after the final boss is defeated)

(Acacia kneels on the meadow she started the game in. It is now fixed and the meadow is flowering.)

Time has been restored, and I am bound to return to my grave.

Death was silence. It was empty and sorrowful.

This time, I hope it is summer, and I hope to see you again. In our house with the birdsong.

You will make breakfast, and we will dance to the silence and make our own noise to fill the empty.

And in the chaos left behind, we shall sleep.

Features, Tools and Technologies

Tools and Technologies

1. Unity 3D with c#
2. Fungus
3. DG Tweening

Game Features

1. Left, right and up movement.
2. Spell and melee attack
3. Checkpoints
4. Enemy spawning
5. Parallax effect with infinite background
6. Camera follows player in x direction.
7. Particle systems are used for visual effects
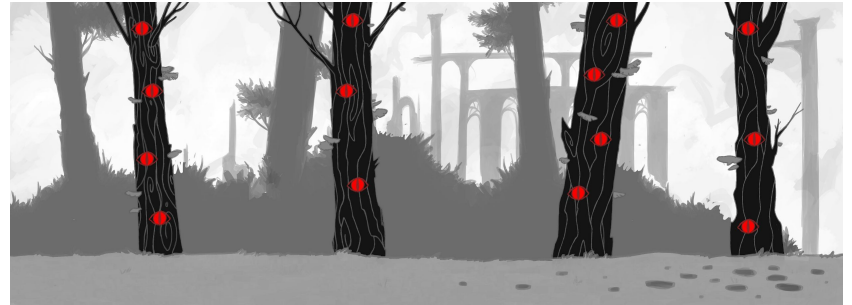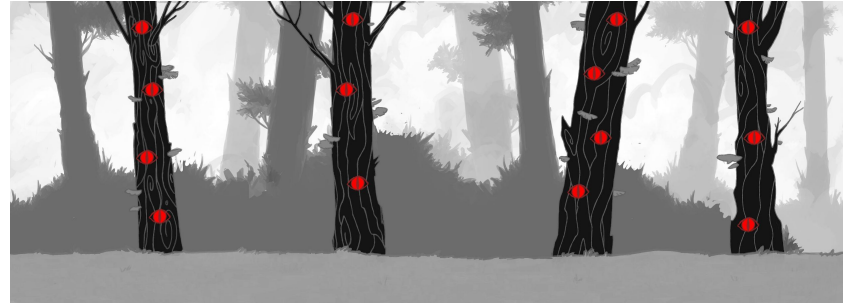
Levels

Level 01

1. The level will start with cutscene 01. The player will land on the environment after cutscene ends.
2. First obstructions will be rocks, and cliffs they have to jump over.
3. Then minor enemies will appear (they will be of different sizes and they will jump and bounce)
4. After 10 enemies appear, the mini boss appears.
5. The mini boss will attack using rocks
6. The player has to use the melee attack to break the oncoming rocks to avoid getting hit, and then hit the mini boss with spell attacks.
7. After the mini boss is defeated, it will drop a time crystal and a heart. The heart will make the player's lifeline longer.
8. Then the portal will appear. The center of it will be black, and the player will have to place the time crystal on one of it's three empty spaces at the bottom and the portal will start (whirlpool animation).
9. The player will walk inside. Level 01 ends.

Level 02

1. Level 02 will start with the 2nd cutscene.
2. The player will land in the forest environment but with some small coloured mushrooms here and there.
3. The environment will slowly change to the bg with the ruins. There will be lamps along the forest floor as well.
4. The level will progress as before, with slightly more difficulty (more enemies, and mini boss takes longer to kill).
5. This time the mini boss will drop two hearts.
6. The portal will appear and the player will have to put in the 2nd crystal and walk into the portal.

Level 03

1. Level 03 will start with the ruins bg, and slowly progress into the forest, now with even more foliage and flowers.
2. Difficulty will be more than level 02.
3. After the mini boss is defeated, and the time portal opens, out of the time portal, the main boss will come out.
4. The main boss will have those red eyes on its body. The eyes will be open. Every time the player hits it successfully, one of its eyes will close.
5. The player will have to keep hitting it until all eyes close.
6. The environment will then change into a full colour meadow.
7. The player will then have to walk into the portal and the final cutscene will happen.

And in the chaos left behind,
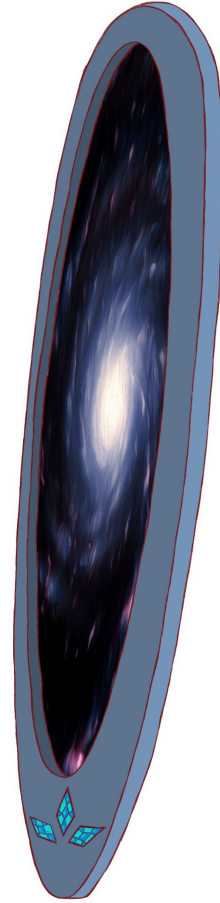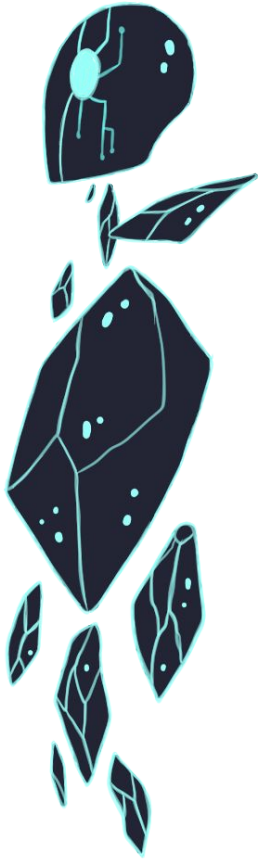
we shall sleep

Concept Art

HAIR

MASK

(g)

(h)

(e)

(f)

Future Work

1. Smoother animation.
2. More types of enemies.
3. Level 02 and more.
4. Better characters.
5. Animated cutscenes.
6. More attack options.
7. Collectable items.
8. Costume options.
9. More types of environment.
10. Saving game state
11. More type of magical spell attacks
12. Camera following player in Y direction also