Dreammi Design Document

1. **Introduction**

Dreammi is an exploratory adventure game about a girl and her dreams. As she experiences more and more of the world around her, she will have dreams about her experiences.

1. **Basic Gameplay**

The player controls a character which can move left, right, jump, swim, and climb. The way in which she experiences the world is by passing through “areas of influence.” These areas will appear as large, round, and slightly obfuscated areas when not visited. After being visited, they will no longer be shown, marking them as “experienced.” When the player collects all the areas of influence in a region, the edges of the screen will glow slightly and the player will be prompted to go to sleep.

If the player tries to sleep when they aren’t ready to experience a region in the dream world, they will be told that they aren’t sleepy. When they’re ready to sleep, they will be transported to a dream world of the region they just completed. After they complete the dream, a golden item will appear in the region that they must collect.

Upon collection of all three of these golden items (which combine to form a cat), the player will have one final dream about cats.

1. **The Environments**
2. **The Grasslands**
3. **The Grasslands Dream**
4. **The Volcano**
5. **The Volcano Dream**
6. **The Sea**

The sea is an open expanse with many animals (turtles, fish) swimming around in the foreground. The player accesses this area by jumping off the cliff from the grasslands and can only get back via a ladder along the edge of the cliff. The right side of the area is a slightly shallow expanse. A sandy bottom with a forest of kelp lines the bottom. To the left, a very deep drop-off allows the player to explore deeper ocean. As the sea gets deeper, the background gradiates from a blue to dark blue. A sperm whale is swimming in the background of the deep-sea area. In the bottom corner, a golden item sits behind a locked cage.

If the player collides with the sperm whale, it will cause the whale to swim toward the player quickly and swallow them. The screen will go dark for a couple seconds while the sounds of water sloshing plays, then they will appear landing back on the cliff with a large splash of particles.

While in the sea, the player will sit stationary until they supply input on an axis.

1. **The Sea Dream**

The sea dream contains a very deep pit with fragmented areas of water. The objective of the dream is to climb out of the pit beginning from the bottom. As the dream progresses, the bottom of the area falls out into pure blackness.

The climb consists of difficult platforming techniques due to the abnormal shapes of the water (L shapes in places, where the player must drop onto a platform from the extended water above). If they fall into the darkness they wake up. If they make it out of the pit, they see a brief cutscene showing the unlocking cage containing the golden item.

1. **The Final Dream**