

# DREAM ADVENTURE DOC

## Goal

To create a game that shares some of my experiences as a trans woman.

## Basic Plot

Two trans women discover themselves and their love for each other through traveling between worlds via an alien artifact. Kat starts transition and Rose learns herself and her queer love and accepting herself despite outside perceptions of her.

# Story

They both live with parents. Kat moves in the house next to Rose's. Cops have a barricade up. Rose takes bread and jam to Kat and her dad. Kat answers the door after time and takes the gift, then goes inside. Rose goes back home. She can choose to play a game with her little sister or go to sleep. If she goes to sleep, she sleeps through dinner, otherwise the player sees a scene with her family eating dinner, where she passes out. She wakes up in bed later at night, and goes outside for a walk. She goes to a nearby park with raised sidewalks over swampland. Rose finds a crashed ship with police tape on it. She sees a strange rainbow colored cube nearby and takes it home with her. On the way back she sees Kat smoking weed outside. They smoke and chat a bit before kissing each other. After the kiss, the screen changes colors and fades out.

They awake next to each other in a strange train station full of Orbwebs. They travel through the station before coming to a TV. They see a beautiful woman on the screen that resembles Kat, and when they touch it they fall into the tv and enter a mushroom world.

After exploring a bit they are attacked by a parasite mushroom spider. They fight it off. They find an old woman who calls them both beautiful. She gives them a mushroom and they eat it and move to a floating island (TBD)

# Characters

ROSE:

Transwoman who lives at home. She's under stress as most of her family does not accept her. She has no friends until meeting Kat and falling in love with her.

KAT:

Egg. Recently moved in next to Rose. Sweet and caring. Through the game she discover herself, and gains the power to stand up to her father and face her self blame for her mother's death.

KAT'S FATHER

Drinks all day to cope with the loss of his wife. Abusive to Kat.

KAT'S MOTHER

Drowned in a pool in front of Kat. She was loved by everyone. Her spirit appears at the end and she tells Kat how much she loves her.

ROSE'S MOTHER

Transphobic. Will never see her daughter as she is. She is always putting on an front of kindness to look good in front of others.

ROSE'S YOUNGER SISTER

Loves and looks up to Rose, but does slip up. She enjoys playing games with Rose.

ROSE'S OLDER BROTHER

Has boyfriend. Often aloof. Works at a sex store and doesn't get along with rest of family, aside from Rose. Rides a motorcycle.

ORBWEBS

Beings who see into people, and the branching paths of the future. They live in the subway stations that people forgot.

## MUSHROOM SPIDERS

They feed on the fear of the unknown. They live in caves full of mushrooms. As they age, the mushrooms have more control over them.

## SHATTERED MIRRORS

Beings made of broken mirrors. They reflect a person's inner self. The person will often be terrified by what they see, but they can also bring great joy, affirmation, and healing.

## DREAM EATERS

They live in the darkness inside everyone. One of the few purely evil beings in the universe, they magnify fears and insecurities to inflict pain on others. They take the shapes of fears. When confronted directly, they will change forms to another fear. Rose sees her often absent father, her mother, and a police officer. Kat sees her father and her dead mother. Together they confront them and the last form of the dream eaters is themselves.

# ENCOUNTER SYSTEM

pins allow use of attacks and boost stats

Stats:

- life (health)
- psi (attack)
- mind (defense)
- speed (turn initiative)
- empathy (ability to calm enemies)

Skills:

- Stat+
- Attacks (psi spark/earth/fire/water)

exp gained:

- life: damage received/2
- psi, mind: attack\*4
- speed: battle\*random 3-5
- empathy: successful talk \* 4, usage\*2

pins and stats gain experience per usage/stat being used

$\text{level}^2 = \text{exp}$

MENUS:

main > pin/talk/item/run

pin > choose > next turn/main

talk > answer > next turn

item > choose > use/main

run > confirm > run/main

# MECHANICS

## Various ideas

- "talk" system where you can peacefully end encounters
- mind, health, psi, strength, and spirit stats. Mind and Health are both hps, if either one goes down the character/enemy will be defeated. Psi is mp. Strength determines physical power and accuracy and spirit determines skill power and success rate
- All stats are fully restored after battle
- If defeated in battle, the player is warped back to last save point with no other penalty
- Saving is done through Quicksave and Save Points
- I like the idea of dice rolls but idk how to implement
- Customize appearance??? (can be done at later point, is a lot of graphics to draw)
- Battles are shown by sprites on the overworld, maybe like a shining star icon? At least until I draw more graphics
- Quitting game has option to quit to title or quit game. when game is quit, show the smiley face and play the "mundane" song
- Equipment takes the form of bottle cap pins that give bonuses and teach skills, meaning each skill or bonus gains exp and is mastered after a certain number of steps or battles?
- Palette random modification (within a small amount) instead of flashing
- Battle system will be black/white with status boxes for heroes, a turn order, and a colored sprite for the enemy. Use sine distortion effects on the backgrounds. (god I need palette cycling)
- Enemy sprites might be animated, will use walkabout sprites to give myself that option. They will have a double outline of black and white.
- Border around screen like OG dream adventure wip

# Worlds

- Subway Station
- Glass Castle
- Mushroom and Webs
- Floating Island
- Dark World (red/black, very dream-ish)
- Starland, the in-between land. Known as Limbo to most.
- space station
- alien slums/rave club
- underwater palace
- SKY lab tower
- flower field
- alternate reality starting town

## Various Ideas

Deadnames are displayed as glitch characters. Rose deals with family similar to my own. Rose finds an alien artifact. Kat and Rose kiss and they start hopping worlds after the alien artifact reacts to their emotions. They have the choice to never go back to earth and stay in any of the worlds or to go back home. Party dialogue between them.



# Music Notes

HOME BITTERSWEET HOME (Rose's home)

a# > d f a# | a > d f a

DAYDREAMING DAISY (Rose and Kat's motif)

e f a > c < e f a | a a# > d f a < a a#

STARS CROSS PATHS (rose goes to take gift to rose)

a# > d e a | a > c# e g | g a# > d f | f a > c e

MOONS IN LOVE (love motif)

e f a e f a e f a e f a | a# a d a# a d a# a d a# a d

f a > c e | a a# > d f

THE MUNDANE (close screen)

f a > c | f a# > c#

FROM THE STARS (spacy motif)

d f# a | d f a#

NOTHING IS OKAY (distressed dinner motif)

d f a | c# f a

# PROLOGUE

## GIFT FOR NEW NEIGHBORS

*mother:* [rglitch] dear, take this bread and jam the new neighbors next door.

*rose:* That's... that's not my name.

*mother:* Thanks for doing this for me, [rglitch].

*rose:* ...

## MEETING KAT

*[rose knocks]*

*kat:* Who are you?

*rose:* H-Hi. I'm... I live next door. my mom asked me to bring some bread and shit to you.

*kat:* Ah... My names [kglitch]

*rose:* I'm Rose.

*kat:* You're...

*rose:* ...

*kat:* Rose. I like that name.

*rose:* ...

*rose:* Thanks. I like it too.

*kat:* Anyways... You should go... My dad's not good and he might be up soon. Sorry.

*rose:* Mmk. Bye... it was nice to meet you.

*kat:* Yeah. You too.

*kat:* And Rose? Thanks for the bread. You're... you're nice.

## GAMES AND DINNER

*lu:* Hey [rglitch] do you wanna play games?

*rose:* ...

*lu:* Oh sorry, I mean... Rose... Wanna play the MES with me?

YES: CONTINUE // NO: JUMP TO NO

*rose*: Sure Lu.

*lu*: Yaaay!

(screen fades out)

*mother*: Lucille, [rglitch], it's time for dinner!

(player walks out and event walks Rose to the table)

*sean*: Hey Rose.

*mother*: ...

*lu*: Ooo this pasta looks yummy!

*rose*: I... don't feel so...

(screen fades out)

NO

*rose*: I need to lay down, sorry Lu.

*lu*: Awww...

(Rose goes to bed and screen fades out)

*someone*: ???????

*rose*: mm...

*mother*: [rglitch]! it's time for dinner!

*Rose*: ...

## AWAKE IN THE NIGHT

*rose*: mmm...

(screen fades in)

*rose*: My head...

## THE ARTIFACT

a cube glimmers in every color at once

*rose*: What's this feeling? This thing is... calling to me?

(image of rose holding the artifact)

## SMOKING WITH FRIEND... OR SOMETHING MORE?

(kat is sitting outside

*kat*: Hey Rose.

*rose*: Hey [kg]litch]!

*kat*: Do you wanna smoke some green?

*rose*: ...

*rose*: sure why the fuck not.

(rose walks to kat and faces her)

(image of kat lighting a bowl for rose)

*rose*: ... mmm...

*kat*: Life's a bitch.

*rose*: Yeah.

*kat*: My dad pissed in the laundry. What a fuckup, right?

*rose*: Mm...

*kat*: ...

*kat*: The moon is so pretty tonight. Kinda makes you forget, y'know?

*rose*: It is...

*kat*: Hey, Rose?

*rose*: Yeah?

*kat*: You're..

*kat*: ...

*rose*: Mmm?

*kat*: I think...

*kat*: I think you're kinda... pretty too.

*rose*: But I- I'm a-

*kat*: I mean... I'm sorry.

*rose*: ...

*rose*: No... I think... you're kinda pre- I mean... I like you too.

*kat*: ...

*rose*: ...

(image of kat kissing rose gently)

*kat*: I'm sorry... we just met... God I'm sorry.

*rose*: no...

*kat*: I'm sorry.

*rose*: No... it's okay. I liked it. I've... just never been kissed before.

*kat*: ...

*rose*: I really liked it...

*kat*: Me too. You're so pretty.

*rose*: ...

(image of them kissing each other more passionately than before)

## THE END OF THE MUNDANE

*rose*: I... what's this feeling?

(screen colors become glitchy for a second)

*kit*: Rose, a-are you okay?

*rose*: I'm...

(screen flashes colors again)

*kit*: ..... ????

(screen fades out)

## PIGS

*rose*: ...

*cop*: Nothing's here, kid. Piss off.

*cop*: You shouldn't be here mister.

*rose*: I'm not...

*rose*: ...

*rose*: Nevermind.

*cop*: Go on home.

# ACT 1: BEYOND THE MUNDANE

## THE TRAIN

(screen fades in, and kat and rose are in a train)

*kat:* Where... where are we?

*rose:* I- I don't know... Are you okay [kglitch]?

*kat:* Yeah. Are you okay?

*rose:* My head... it feels...

*kat:* Mmmm?

*rose:* My head feels okay?

*kit:* ...

*kit:* Well, I guess we should see where we are.

## THE TV

*kat:* What's this tv doing here? It's all static...

*rose:* Mmmm...

*kat:* Are you... okay?

*rose:* I feel...

*rose:* ...strange again...

(screen colors become glitchy for a second)

*kat:* Huh? Your chest... it's glowing?

*rose:* ...

(screen fades out)

## ORBWEB MISC

*kat:* Where are we?

*orbweb:* How would you know where you are if you don't know what you are looking for, hmm?

*orbweb:* hum hum.

*kat:* Can you tell me where are we?

*orbweb:* I feel the more important question is... who are you?

*kat:* I'm...

*kat:* ...

*orbweb:* Hmm de hom.

*orbweb:* Did something fall out? A hair, perhaps? Or maybe a memory...

*orbweb:* ...