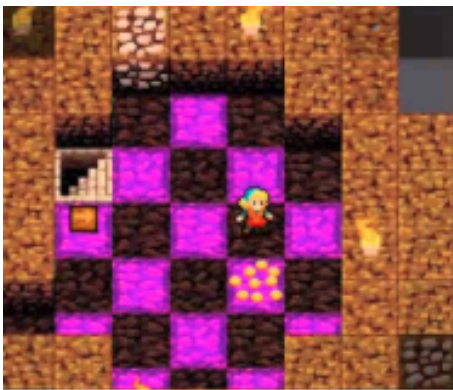# Dreamlands

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High Concept

Fight monsters while stuck in a nightmare, hoping that someday you will truly wake up.

Everything look cryptic and horror-ish, like everything is a bad *Lovecraftian* dream.

Gameplay

Dreamlands has a classical roguelike turn based gameplay, a good reference is Crypt of Necrodancer without the rythim. Engaging in combat happens by moving to the same tile the enemy is on.

The dungeon is based on The Legend of Zelda and Binding of Isaac, where they are square-ish rooms and you can transition between them.

Aesthetics

Dreamlands is going to be a Pixel Art game with colors that resemble Lovecraftian horror, that means dark and dry colors.

Concept Art should be more on the cartoony side, good reference can be *Necrodancer* and *Celeste*

Why It Needs to Be Made

This game features an interesting take on the Roguelike genre as it uses a classical input and features used on recent games. Also, it's innovative on the point that it can be played on mobile and can introduce new people to the genre.

High replayability and a *differential* could be an exponencial difficult increase. Resulting in a faster game loop.

Final Thoughts

Dreamlands can be a beautifully done Turn Based Roguelike that can be on all platforms and bring new people to the genre.