

# Level Concept – <Dream World>

## 1 Notes

Set an alarm.

## 2 Location

### 2.1 Geographic Location

Physically, Noah is knocked out on the couch of his lonely old apartment, but gamewise, we are in his head. We are within his dreamstate, wandering around within the confines of his mind. We are supposed to be venturing across his dream settings, but right now we are in the void between losing consciousness and entering a dream. The NONRealm, the darkness before the REM, it's difficult to wake up in this period of sleep. Sleep terrors occur in this period and there is no waking up until you reach REM.

So we're in the void right now. Remnants of dreams float around in the void, the first dream will take place in Noah's high school, so we are in the void where the pieces of dreams float.

### 2.2 Time of Day

Time moves slower in the dreamstate, but physically it is nighttime between 8pm and 6am. But it will remain night time within the level...with a few lighting changes.

### 2.3 Current Weather

It's quiet. Calm. Almost soothing. It's terrifying.

### 2.4 Architecture or Terrain Style

The setup of the level is inspired by basic obstacle courses and corn mazes. An environment that makes you think fast and be on your toes. Since the dream is in a school, the setting is supposedly a classroom and the platforms and obstacles are books.

## **2.5 Visual Reference**

Our sources that we were looking at for inspiration (but didn't actually put visually in the game) include Kingdom Hearts, Epic Mickey, Yume Nikki, LSD: Dream Emulator, and LOZ: Skyward Sword--Spirit Realm. The classroom and books are influenced by Harry Potter.

## **3 Player**

### **3.1 Player Start Location**

The player starts off in NONRealm, the darkness before the dream. The player spawns in a classroom at the same corner each attempt and the path they choose is up to them. It's mostly a free-roaming level where the player chooses their own path.

### **3.2 Player Inventory**

The inventory does not apply, only your wits and your reflexes.

### **3.3 Briefing/Starting Information**

The game refers to you as Noah, since the player takes on his role. The narrator gives you a very brief rundown on where the player is about to be, about to sleep.

The next screen goes over the objective: Collect all **16** consciousness crystals to wake up from the dream while also surviving whatever the dream throws at you. It also goes over the controls.

### **3.4 Reasons For Being There**

We're here because Noah fell asleep and we're trapped in a dream we can't wake up from just yet. Realizing the horrors that surround you, you want to get out as soon as you can. Being told that the only way to wake up is to collect consciousness crystals, your objective would be to collect them all and escape the nightmare.

## **4 Objectives**

### **4.1 Main/Primary Objectives**

#### **Main Objectives:**

Collect all crystals.

Avoid colliding with monsters.

### **4.2 Secondary Objectives**

#### **Secondary Objectives:**

Do not let the timer reach zero.

Don't jump off the level, you goof.

### **4.3 Bonus Objectives**

Does not apply.

### **4.4 Hidden Objectives**

Does not apply.

## **5 Challenge Highlights**

### **5.1 Combat Encounters**

If a player is detected by a monster, the monster will chase the player.

### **5.2 Stealth Encounters**

Player has to avoid being seen by the monsters.

### **5.3 Puzzles**

There is a maze on the level with moving walls.

### **5.4 Conversations**

Does not apply.

## **5.5 Boss Battles**

Does not apply.

## **6 Wow Factor**

*What are the memorable moments (not represented in the section above) that will stick with the player?*

Nightmare Fuel's "wow factor" lies in its ability to induce fear and suspense into the player. The ticking timer creates a constant looming threat, meaning the player must fulfill the objective under significant pressure. Nightmare Fuel cannot be classified as a horror game in the traditional sense, but the appeal of horror games and Nightmare Fuel overlap. This is because the edge-of-your-seat pressure that the player experiences from beating the clock and avoiding monsters is reminiscent of the stress and anticipation that horror games excel at.

## **7 Map Description**

*This section allows you to verbally describe key areas of the level, explain complicated sections and generally provide other team members with an vision of the environment*

### **7.1 Classroom**

Noah wakes up to realize he's in his classroom, however something is a bit off. It's dark and eerie and the only light sources are these glowing crystals. Although the walls of the classroom are in the same position, he notices that the doors of the two exits are moving. If he were to proceed forward through the first exit, he would encounter a treacherous challenge that involves moving and twisting platforms. It won't be difficult to notice there is a large floating platform in the middle of the world that is only accessible past the moving and twisting platforms. However, if he were to proceed to the right exit, he will notice the entrance of the maze. This maze is easy to get lost in as it has moving walls that are difficult to tell apart from normal walls. Noah reaches a high enough platform to learn that he is surrounded by night crawlers. They don't seem provoked at the moment, so Noah continues to explore the world that was once his classroom. Out of nowhere, the world turns red. The nightcrawlers all turn to Noah at the same time. He notices that if he collects a crystal, the world will change back to blue and the crawlers will stop. In order to survive, he must collect the crystals throughout the whole world to survive.

## **8 Assets and Requirements**

*List here anything that you know the level will require in terms of external assets*

### **8.1 Models**

Classroom assets- Unity Asset store

Book assets - Unity Asset Store

Monster Model - Unity Asset Store

### **8.2 Textures**

Perhaps a texture to place overtop the platforms, like book rinds or bookshelves

Title screen is hand-drawn

### **8.3 Sounds**

Atmosphere sound effects - Unity Asset store

Wake up audio - <https://www.youtube.com/watch?v=OHOGFPOrNno> (It's a sample from multiple Joji music videos and it felt eerie so I had to put it in)

Title and Credit Music - Created in BeepBox.co

Crystal Collecting Jingle- Created in BeepBox.co

Footstep sound effects - Unity Asset store (but we didn't use it)

### **8.4 Lighting**

It's dark in here.

### **8.5 Effects**

*Post processing*

## **Sketches and Additional Reference**



