

The Dream Labyrinth-

You are the player. You are a student at University, and are very tired from the semester. Welcome to the Dream Labyrinth.

The Dream Labyrinth includes all the things you love: coffee, donuts, A's from exams, ice cream, and even a pterodactyl. But like all dreams, nightmares come. From textbooks and flasks to the daunting student loans and professors! Lest you forever be trapped in a nightmare, you must overcome the dream versions of the real-life obstacles. Some with love. Some with hate.

Game Mechanics:

The Game has two modes:

Story Mode (under construction): Showcases the story in chronological order. Beginning with a happy dream and then descending into a nightmare with the flooding of student loans and textbooks!

Labyrinth Mode: This mode emphasizes on the Labyrinth-like generation of enemies, randomly spawning as you clear waves after waves. Be careful, lest your character will die.

Game Keys:

Key Commands are as follows:

Left Key: moves character left

Right Key: moves character right

Space: shoots

“P” : pause

Upgrades:

There are only two types of upgrades for the time being: Grades and Coffee.



The Coffee Upgrade is the simplest of the Upgrades as it permanently boosts the player's damage by 20%, the much needed boost every Uni student needs!



The benefits scale with the Grades, with A's giving the most benefit and D's giving the least. Hey! Even D's are a welcome sight before F's.

Dream Enemies:

The following list of dream enemies show their first initial stats, story, and related upgrades.

Donut



The Donut: the most essential part of every breakfast! Easy to grab and go!
Starting HP: 50
2% chance to drop Coffee

Ice Cream



As delicious as Ice Cream is, we cannot have it too often or there will be a brain freeze! As such, they move quickly to prevent from being melted!

Starting HP: 75

5% chance to drop Coffee

Exam



EXAMS?! The bane of every Uni student. No student loves them, but nonetheless, deal with them at one point or another in their life as students. As such, if killed fast enough, will drop a Grade!

Starting HP: 130

Guaranteed to drop Grades if killed quickly

Student Loans



No one likes owing people money. Let alone for education. As such, with real life loans, leave them alone long enough, they will multiply.

Starting HP: 150

5% chance to drop Grades

Flask



The flask contains all the mistakes and errors made within all fields of sciences. MWAHAHAHA. Be wary. They've come to haunt you. They will chase you down until you die. Best deal with them as soon as possible.

Starting HP: 145

Textbook



Ah... the textbook. Seemingly harmless.

SEEMINGLY! Unfortunately we will have to get through the pages to get to them.

Special Mechanic: Spawns Pages.

Starting HP: 450

80% chance to drop a Grade

Watermelon



Remember those childish fears? Of choking on the seeds? Of a watermelon tree growing in you? Well... those fears are back.

Watermelons are trying to shove seeds down our throats!! OH NO!!!

Starting HP: 150

Pterodactyl



The programmers thought they got away with removing him. But the audience's love brought him back... and now with a vengeance. For trying to do away with him, he now dive bombs at the player! In attempts to ruin the game..
Starting HP: 200

The Clocks



The Clocks are tellers of time. What's worse than exams and marks? Running out of time. Just as students would procrastinate, so do the clocks, forcing the players to be frozen when the clocks themselves freeze!
Starting HP: 250

The Cake



There's nothing like a nice cake to help reminisce of the better times as a child. But nostalgia is not the most productive of feelings. As such, they have come back with a vengeance! To burn into you the memories of your childhood!
The First Boss
Starting HP: 1250

The Professor



Finally! All the things that are going wrong in that one course this semester now has a perpetrator! Do what you must to deal with all the different obstacles thrown at you from the professor and prevail as the student you are!
Starting HP: 2500
In Labyrinth Mode: Guaranteed to drop an A