

- **PAGE SIX:** In this level, the player begins to face challenges and is forced to make decisions. In this level, the person whose dream you are in realizes that they are in a dream. Though unable to wake from their dream, they have started running away, and blocking out certain memories. They have also activated dream security, so now the player is fighting time to retrieve what they need. Eventually, the player reaches a decision which either allows them to continue, or to abandon. (current adult life, big city)
- **PAGE 7:** Last dream level before the end.
- **PAGE 8:** Upon entering this dream level, the player reaches a blank space. There is nothing but white walls, and a small black box in the middle. (this page explains that this dream level is the end.) To access the box in the middle, the player must input a code. This code is made up of the various objects or places observed in previous dream levels. The player then inputs the code, and the box opens.



Inspiration Images

I think this style will work well because there is a very dark feeling with the project I am attempting to execute, and the use of deep red makes the images all the more unsettling. I