

Little Dreamer

Story

The opening scene shows a boy in bed tossing and turning until he wakes up with a yell. His father rushes in to ask what is wrong. The boy explains that he had a nightmare. The father reassures the boy that everything is all right and sits down at the side of the bed. The father explains to the boy that he also had nightmares when he was young. The father then tells the boy that there is a way to defeat the nightmares by imagining himself as something fantastic. Depending on the dream the boy could see himself as a Wizard, Ninja, Space Marine, or Super Hero. The boy relaxes and enters into another dream. This is where the game begins.

Game Concept

This is a side scrolling platform game that allows the player to take control of four different characters with special abilities. There are four paths that must be completed to unlock the Nightmare levels. Each path allows access for one character that is specific to the path itself. Once the Nightmare levels have been unlocked the player will gain the ability to switch between the characters at any time. Also, the previous levels will also become infected by the Nightmare and become darker and more dangerous.

As the player progresses through each of the paths they will collect Dream Coins that will allow the player to unlock better sounds, outfits, weapons, etc. Some of these Dream Coins will not be accessible until the player gains the ability to switch characters.

Target Audience

The game will be aimed at players age 8 and up. The concepts will be simple enough for kids to understand and the controls will not exceed a child's dexterity. There will be challenges that should keep older players interested and of course a collection aspect will add playability.

Controls

The controls should be simple enough to allow the player to use either a gamepad or mouse and keyboard. Some of the proposed character controls are as follows:

- Jump
- Double Jump
- Wall Jump
- Charge, Dash
- Levitate
- Ranged attack (Spell cast, Throw weapon, Shoot gun, Super ability)
- Melee attack (Punch, Kick)

Task Breakdown

Menus (approx. 120 min)

- Game Screen (30 min)
 - o Background Image
 - o Panel Functionality
 - o Button Functionality
- Options Screen (15 min)
 - o Volume Sliders
- Button Image (30 min)
- Font (10 min)
- Pause Menu (30 min)

Player Controls (approx. 110 min)

- Space Marine
 - o Movement (10 min)
 - o Jump (10 min)
 - o Ranged Attack (Gun) (20 min)
 - o Ranged Attack (Grenade) (20 min)
 - o Melee Attack (30 min)
 - o Charge Attack (20 min)

Level Layout (approx. 200 min)

- Basic Level Design
 - Floor (10 min)
 - Moving Platforms (30 min)
 - Scrolling (20 min)
 - Level End (10 min)
- Pickups
 - Dream Coins (10 min)
 - Health Pack (15 min)
 - Ammo Pack (15 min)
- Enemies
 - Death (10 min)
 - Damage (20 min)
 - AI (60 min)

Total time for Prototype (430 min)

Tasks for Final Project

- Particle Systems
- Lighting
- Second Character (Ninja)
 - Double Jump
 - Wall Jump
 - Dash
 - Ninja Smoke
 - Shuriken
 - Sword Attack
- Basic Art Assets
 - Level Assets
 - Character Assets
 - Weapon Assets
- Animations
 - Character
 - Punch
 - Sword
 - Gun Recoil
 - Enemies

- Sounds
 - Attack
 - Explosion
 - Gun
 - Sword
 - Throwing
 - Jumping
 - Crash (Marine Charge Attack)
 - Marine Yell
 - Smoke Puff
 - Music
 - Menu Buttons
 - Enemy
 - Sight Player
 - Attack
 - Death
 - Damage