Dream Defender

Safety in Sleep

by Group 3: Michael Wolfe, Zach Greer, and Tom Rodriguez.

Synopsis

Wield the power of the Dream Defender and protect slumbering innocents from having their dreams transformed into nightmares.

Gameplay Description

The player controls a child asleep and throws pillows at nightmares that try to invade the kid's dream cloud. As the cloud absorbs more nightmares it shrinks and darkens. If darkened enough, the dream becomes a nightmare, and you fail. However, if you last until sunrise, the level is won and the game advances to a slightly more difficult one.

Controls and Interface

There is no interface, because the 'life bar' of the game is the dream cloud, and is participating in the game as one of its mechanics. The player rotates a dreamer with the mouse and clicks to fire pillows which destroy the nightmares.

Rules, Scoring and Winning Conditions

Nightmares enter from offscreen and move in a constant direction, like the asteroids in Asteroids. Hitting a nightmare with a pillow from the kid destroys it. If a nightmare collides with the dream cloud, the dream cloud shrinks and darkens. After 5 hits, the dream cloud is fully shrunken and blackened, and the game is lost. Levels are completed by preventing the dream cloud from becoming fully blackened until the moon passes to the opposite side of the screen. At this point, a new level that is identical to the last but more difficult in terms of the number of nightmares and rate at which they move and appear begins. Periodically, a power-up may appear in place of vanquished nightmares. If the player hits a power-up, their pillows go through any number of nightmares for either a period of time or until they're hit by a nightmare. Score at the end of the game is a function of how many nightmares you destroyed.

Division of Labor

Mike - Programming

Zach - Art Assets and Testing

Concept Sketch
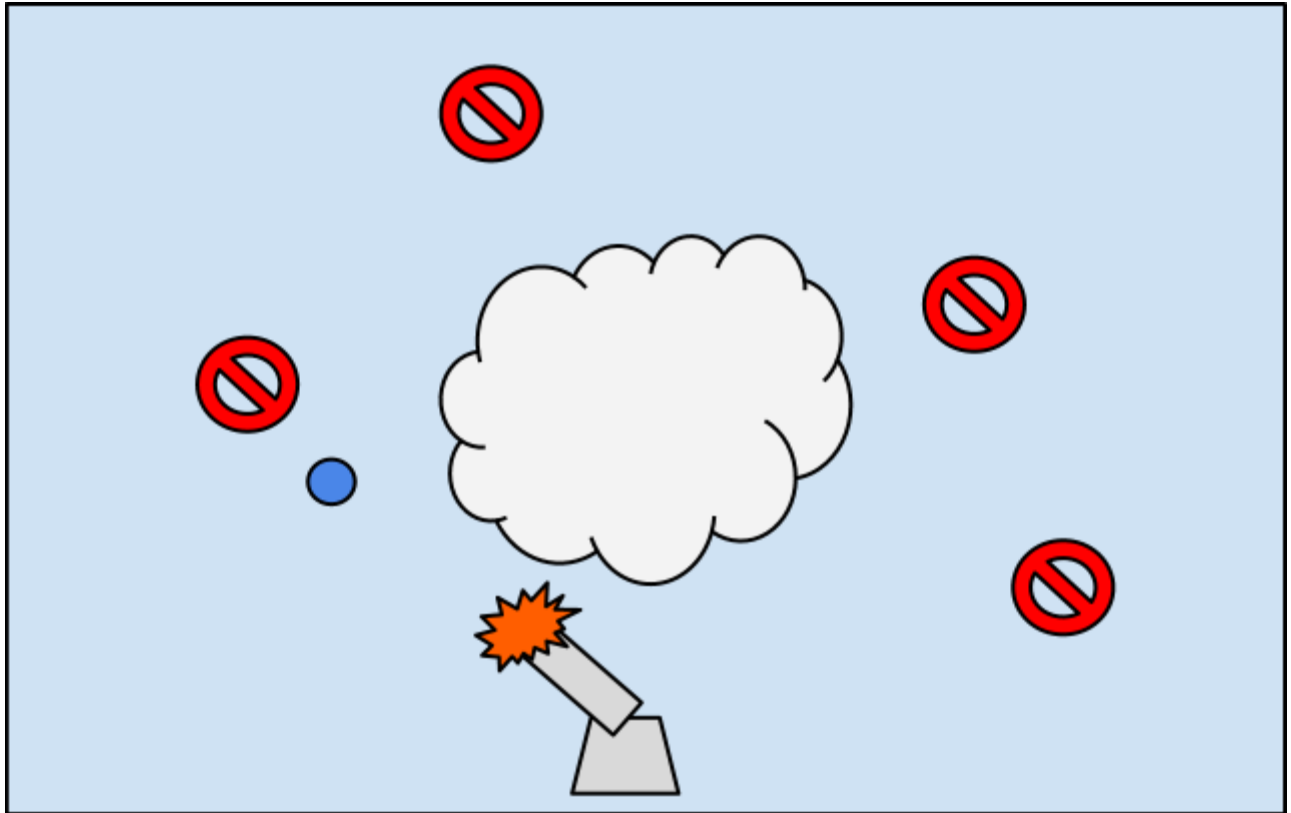
Pictured above is the Dream Defender firing a blue ball of energy at red "No" signs that symbolize the nightmares. The dream cloud in the center is the "life bar" of the game.

Notes from Tom: From the demo reaction, the feasibility of changing the Dream Defender to some sort of Teddy Bear defending the dreams of a child should be evaluated and reflected in the documentation.