

# Hypnagogia



A game for PC

Hypnagogia is a simulation game with <multiple endings>

in which you play and replay the same day over and over

in the <regular life> of Rafa: an exploited 3rd world doctor.



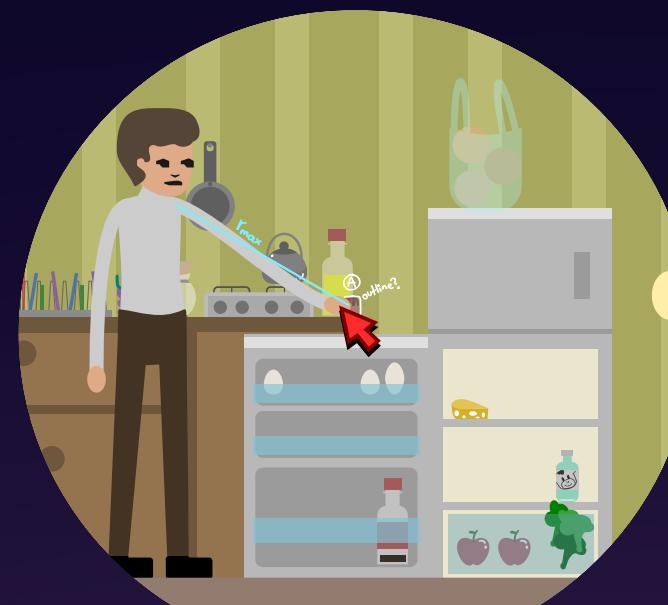
It's like Surgeon Simulator meeting

Night in the Woods in  
2D graphics and a 3rd world setting

# WHAT'S IT ABOUT?



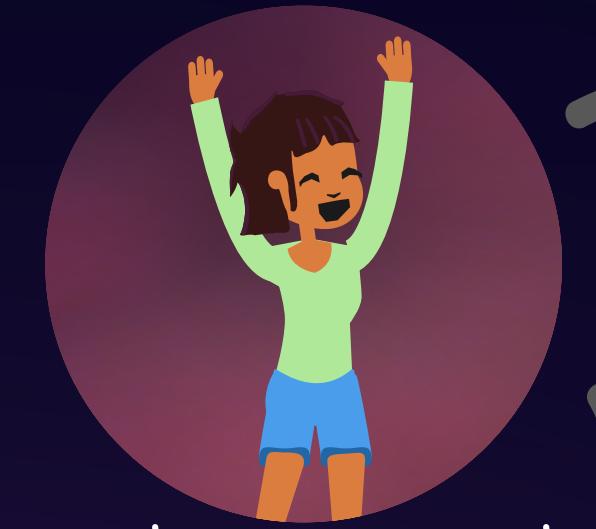
Early in the morning,  
prepare yourself for work



Grab/use things with your hands



Walk to your horrible job



Return home to find out that  
everything is magically fixed



Work at your horrible work

good ending++  
11/12

There's only one bad ending...

# WHAT'S IT ABOUT?

95% of the gameplay occurs inside of Keyla's dream...

The bad ending is the only real ending.



last night

Keyla fell to death.  
Rafa tries to save her in the hospital.

Nothing works.

**hyp·na·gog·ic**

[hɪpnə'gɒdʒɪk] - adj.

Of, relating to, or occurring in the state of intermediate consciousness preceding sleep.



late college student  
day dreamer  
childish



exploited medic  
pragmatic  
underpaid



# GENERAL INFORMATION

Genre: Adventure / Simulation

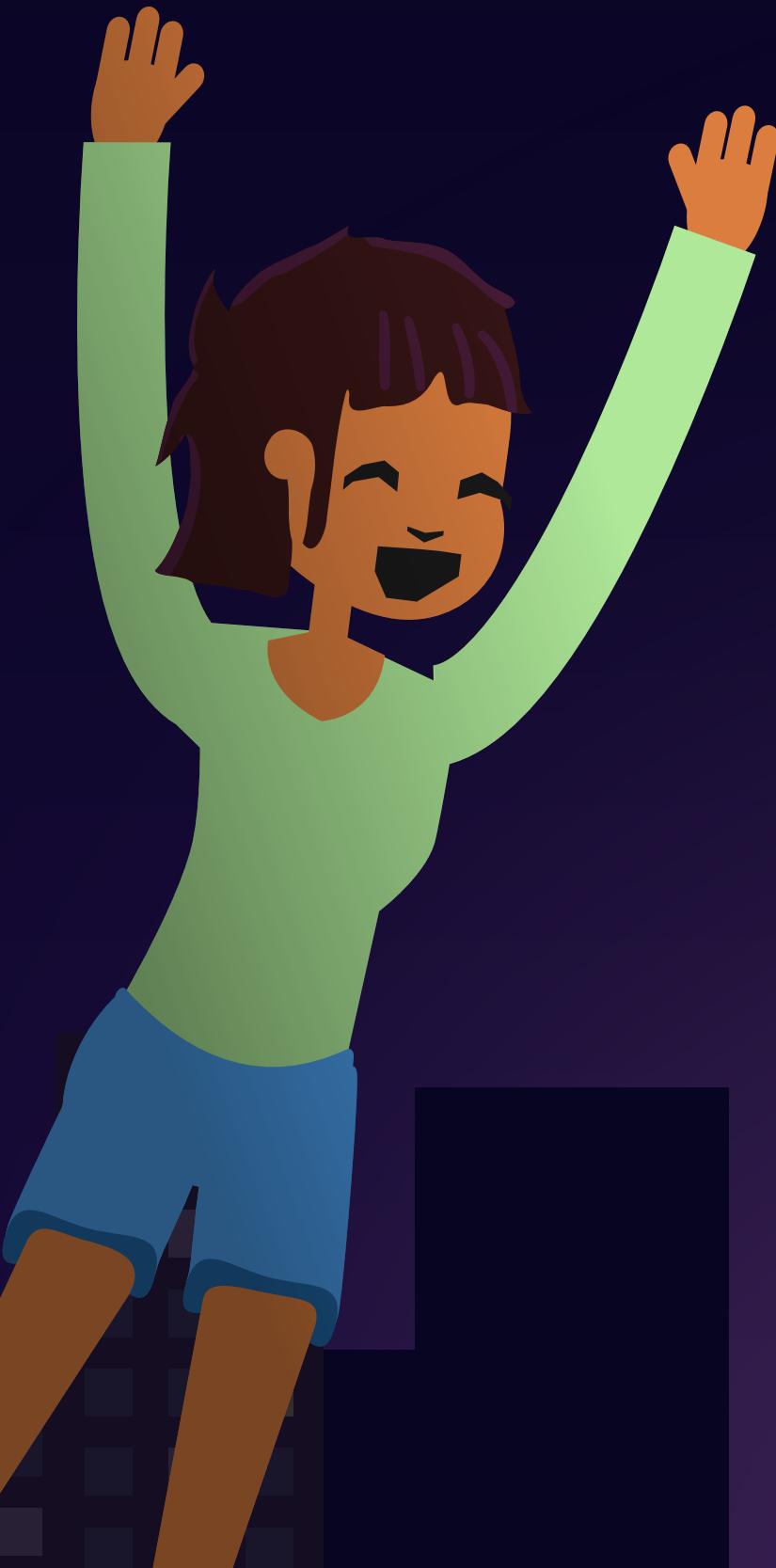
Core Features:

- Open Ended
- Exploration

Visual Style:

Colorful and vectorial.

Something like Night in the Woods  
and Silent Age

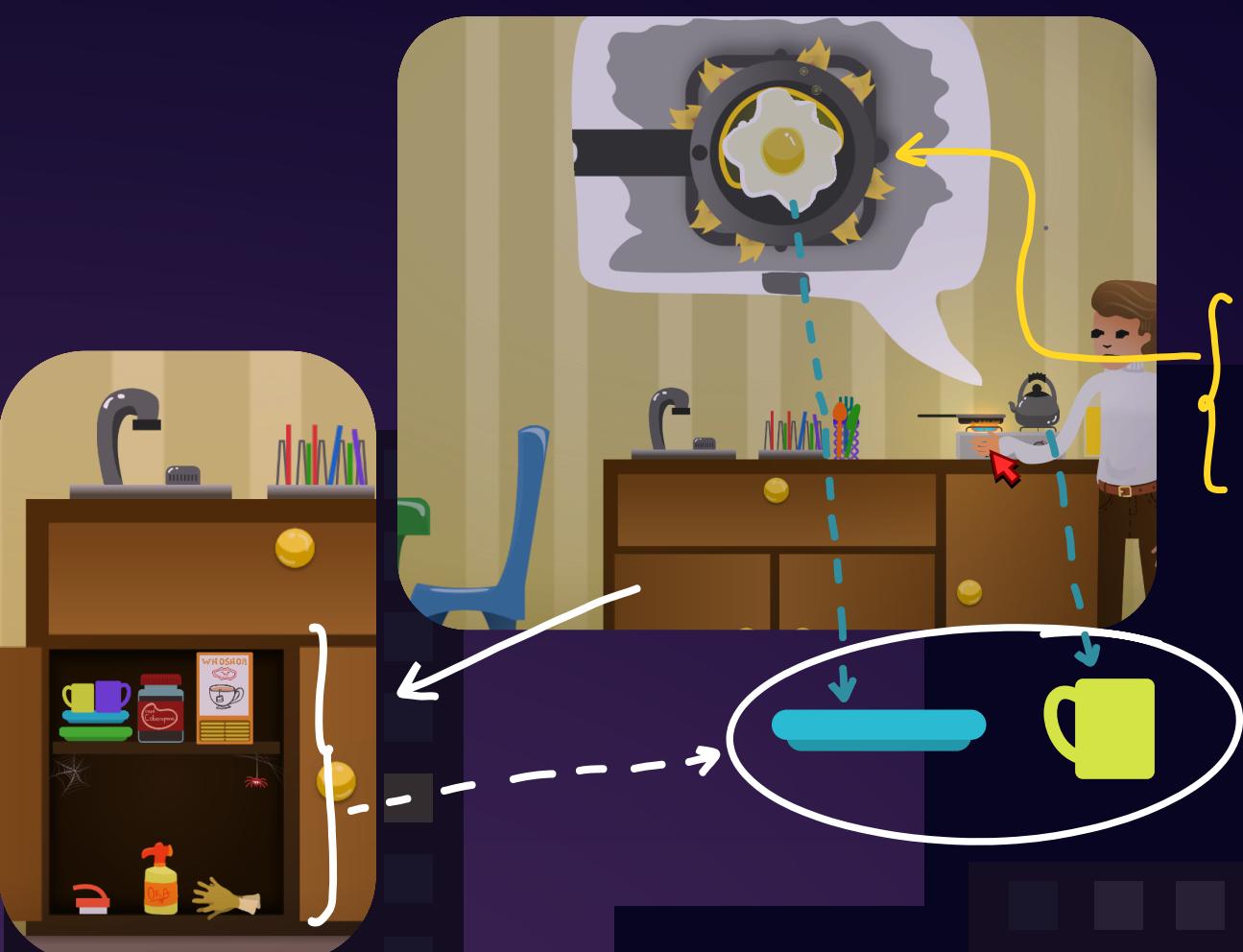


# GENRE: Adventure / Simulation

Adventure



Simulation





# CORE FEATURES: Open Ended

Arrive late/early to the job

over perform at work

BURN YOUR HOUSE!

you inherit the hospital

get a rise and a new home/

you get a new one as indemnization

you got fired and win the lottery

get fired, instantly find a better job

Throw an egg to your boss  
get fired but everyone quits as well.

stay at home

stay in the street

Walking home your friends follow you

everyone got sick at the hospital

a pigeon drops a bag full of money

and win the lottery, with the money

because of a virus

in your head. You instantly buy a new

y'all create your own hospital

you get an indemnization.

home with it

and many, Many More...

Manipulate the clock

it changes the time of the day

Eat unedible stuff

it gives you an urge to run to the

bathroom all day

<might trigger an ending>

Eat healthy

It takes time, but it gives you  
more stamina

Drink coffee

Makes you walk faster

Eat poorly

It takes less time, but it  
makes you walk slower

Drink coffee + soda

Makes you walk even faster

and many, many more...



google me as  
pr00thmatic  
↓



solo dev  
willing to find a crew

# MY TEAM

Hypnagogia development started in february 18th.

I've been working in it in my free time: Weekends, Holidays and some nights.

Currently working at two workplaces part-time: VRreality and Moonrabbit Studios.

The game, and PR as of June 3rd, is all made on my own.



<https://github.com/pr00thmatic/Hypnagogia/>