# Isidora

## Game Genre:

First person action-shooter, roguelite

## Game References:

Risk of Rain 2 (freedom of movement, roguelite elements), Skyrim (first person combat style), Omori/Kingdom Hearts Dream Drop Distance (juggling between real world and dream world)

## Logline:

You're just an old narcoleptic man living a boring life in a retirement house. But when you drop asleep, your wildest dreams come true as you slash your way through your colourful subconscious, searching for true happiness and a way to save your own princess.

## Story:

You begin your adventure as the hero of an hallucinatory quest to save your princess, fighting strange enemies in a dream-like world. But you will die, and wake up as an old man in the real world. You hate living the rest of your life in an endless and meaningless retirement house routine, where everyone doesn't get you and everything seems fake and insincere. But you have made the best out of your narcolepsy, being able to control yourself in your dreams. You have built an interesting character and an adventurous, if not cliché, story where you really feel at home. The only use you have from your real life is that whatever you do there seems to affect what happens in your dreams.

## Gameplay description:

**Real World**: you're stuck in a retirement house, but you're free to do whatever you feel like doing. The main goal is to choose with what NPCs, objects and situations you want to interact with and what kind of interaction you have with them (e.g., speaking to other patients or nurses, stealing their medications, taking medications or not, doing the activities offered, messing with other people things etc.). Your decisions affect what happens in the **Dream World**, changing different gameplay elements there (e.g., types of enemies, design and structure of the level, goal of the level, secondary missions, weapons at your disposal, friendly NPCs etc.). You have a notebook where you keep track of what you do and how are the relations with other people (in a good vs bad spectrum). All these elements are hidden stats explained to the player in a discursive and "realistic" way. *(This part can be either in first person or in visual novel/text adventure style).*

**Dream World**: Classic RPG shooter, you will have to fight armies of countless enemies, survive environmental traps and reach the goal of the level (kill all enemies, kill a specific enemy, reach point A, survive for X time etc). Defeat enemies to increase your level, find and craft power-ups and equipments. Every **Dream Run's** (*the game time from falling asleep in the real world to dying in the dream world*) environment is unpredictable (specific powers of the enemies, environmental challenges like movement restrictions, stats alterations), thus a number of different equipment configurations will be necessary to overcome each run.

Every time you die, you wake up in the **Real World**. If you succeed, you still wake up in the **Real World**, but the story of the **Dream World** proceeds, unlocking something for the next **Dream Runs** and bringing you closer to saving the princess from the baddies. *(This part should be in first person).*

## The Roguelite aspects:

The things you keep from **Dream Run** to **Dream Run** are the level of the character, some unlocked abilities, and the progress in main/secondary missions. Most of the other aspects of the game are procedurally generated at the beginning of the **Dream Run**, based on the actions you took in the previous **Real World** segment and the relations with the different NPCs there. Some elements are just randomized or percentage based, so that not everything comes from your decisions in the **Real World** and fate still has its role to play, like all roguelite games.