

# Intro

This document will go through a narrative that deals with trauma and how things look like and experiences may affect a child's mind and imagination and how they process it through dreams and interactions. The game is a 2D side scroller that is meant to be a pleasant experience with fun and memorable characters that is meant to be done within a 2 month time frame.

**Young girl** - You are playing as a young girl jumping between reality and your dream world with actions and events that happen in reality affecting the dream world.

In the dream world the girl turns into a witch, gaining magical power being able to turn objects to sparkle golden bubbles, make things float or animate objects to life. more of these abilities will be unlocked with actions the child takes in reality, saving a goldfish by putting it back into it's bowl will make it appear in the dream as a giant floating goldfish that helps you traverse the dream.

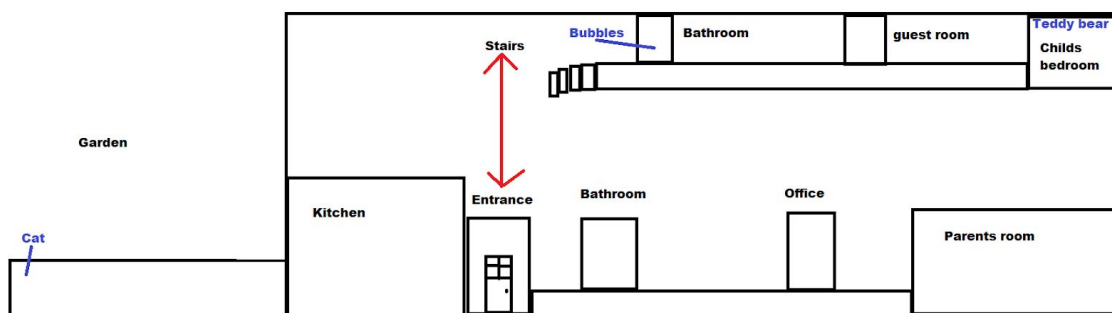
**Dream world** - In the dream there are minor enemies that take the shape of minor things a child won't like such things could be, vegetables, toothpaste and other mundane objects or creatures. The dream world always takes place as the girl goes to sleep, the dream world has a night sky with stars and a moon hanging from strings in the sky and fluffy clouds and pillow and blanket hills as far as the eye can see creating a warm and fluffy feeling. But in the dream world there are not only good things, some bad experiences that happen in reality will bleed through into the dream. Such experiences may take the form of monster's that drain the color from the dream. These monsters could be a scary dog from reality that jumped the child turning into a giant shadow monster in the dream that will chase the child in the dream.

Each dream ends with the child confronting different monsters in the dream overcoming their fears they faced in reality in their dreams. After confronting a nightmare a door will appear that takes the player out from their dream and back into reality.



*A reference picture of the girl and the dream worlds feel.*

**Reality** - Reality always takes place during the day, in reality the child can walk around a large 2 story house with a garden and many rooms with different events happening each day. In reality the player has small events that happen that they have to complete before they can go back to sleep. These objects can be anything from getting a teddy bear from the washing room or encountering a cat outside in the gardens who bites the girl's hand and will now turn into a nightmare.



*A map and feeling of where the house should be and a general tone of the environment in reality.*

**Cat** - The cat will be hiding out in the garden during day time and the first interaction the child has with it will be a bad one, having the cat bite the girl's hand and running away. Now when the girl tries to interact with the cat she will be too afraid to pet it again. Only after confronting the cat as a nightmare in the dream will the girl be brave enough to pet the cat again during day time, overcoming her fear of it.

**Act 1** - Your first dream.

*"We begin the game by having the child playing with a teddy bear in her room and the parents coming in telling her to put away her toys before she goes to bed giving the player their first objective. After finishing this the players are prompted to jump into the bed and have the girls parents come in putting her to sleep sending the player straight into the dream world."*

In the dream you are being told by a shadow to stay in a small room (a copy of the girls bed room) but the girls quickly decide to go outside and play this is when you are introduced to the teddy bear that will help you out putting him next to the door and seeing him growing in size until he breaks the door out. Now the player is left to explore the dream with the help of their teddy bear.

After exploring the dream the players are led into a confrontation with the shadows again telling the girl to go back to her room. After defeating the shadows a door appears and the girl walks through it waking up.

### **Act 2 - Bubbles.**

*“During the day time the child will do minor tasks in the house ending the day with a bath but the child wants to have bubbles in the bath so they decide to go search for one. Finding it inside the parents room the child gets scared by thunder outside the window as they return to the bath turning it into a bubble bath, seeing the bubble’s fly up into the roof this will unlock the player’s next ability in the dream.”*

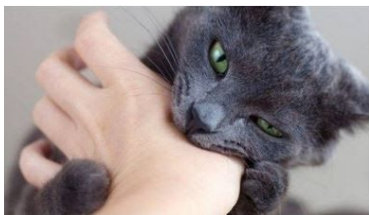
Now when the girl returns to the dream they are surrounded by golden bubbles floating around after touching one the bubble surrounds them and they float upwards a few feet until the bubble pops after landing the child summons a bubble in their hands and can now use this magic to float into the air unlocking new areas in the game.

The nightmare in this dream is the thunder and storm that the player has to defeat with the help of their new found bubble power.

### **Act 3 - The cat.**

*“Waking up from the thunder-storm dream the girl is prompted to go outside into the garden, there they find a cat hiding under the bushes, interacting with the bushes makes the cat approach the girl, her holding out a hand to pet it gets bitten by the cat prompting our next nightmare sequence.”*

Going to bed the girl now has a new area unlocked by going outside during the day they can now go out into a giant garden with flowers and other vegetation towering above them in the dream. Here they will meet a large shadow cat nightmare that will chase them and this will be the last nightmare that the player has to defeat.



*A example of how a small event in reality can turn into a nightmare in the dream.*