

## Dream Match GDD



# **1. Mission Statement**

## **2. Setting**

### **2.1 World & Story**

### **2.2 Characters**

### **2.3 Art Style**

### **2.4 Sound Design**

## **3. Gameplay**

### **3.1 Controls**

### **3.2 Mechanics/Branching dialogue paths**

### **3.3 Core Loop**

### **3.4 Useful features**

## 1. Mission Statement

Dream Game is a narrative based game in which the player assumes the role of a dream deity who comes to struggling people in their sleep. With choices made during the dialogues with those in need, the player can see their story progress.

## 2. Setting

### 2.1 World & Story

The story takes place in an ethereal dream-like realm called “**the Campus**”, in which the player assumes the role of a “**Proctor**” who welcomes “**the Guests**”. The Proctor takes care of the Guest of the night and tries to help them with their personal problems. To reduce the tension of the unfamiliar situation, a game of tic-tac-toe is available for all guests, they decide themselves if they want to play or not. During the dialogue, the player has to try to get the Guest to open up, talk about their problems and give them appropriate advice. During the course of the adventure, you can see the progression of the Guest’s story and some Guests return for another session of advice seeking.

### 2.2 Characters

#### **The Proctor/Dream Deity/Dream Creature:**

The player assumes the role of a Proctor. At the beginning of the game, the Proctor is unaware of certain aspects of their duty but is not a newcomer either. The Proctor gives advice to the Guests but clearly has their own opinion about matters. The Proctor is not omnipotent but bestowed with the power to take on Guests and shape the dream they are having. It is unclear if the Proctor is the only one with this power, if they are a normal person with a special ability or really a God of Dreams. The Proctor’s memories seem to be hazy but during the adventure, they will be able to re-learn, re-gain them and find out even more.

#### **??/The Guide**

The Guide is a creature native to the Campus. The Guide helps the player with how to operate in the Campus and is also essential to the story as they seem to know more than the Proctor.

#### **The Guests**

The patrons of the Campus, the Guests are people from all types of origins, age, race, gender, social standings and of course they all have different problems. The Guests are complex and what works for one Guest will not work for another Guest. One Guest may need a gentle hand while another

needs to be pressured. The Guests seek advice and try to work through a major problem in their life. Every Guest has their own story which progresses in different ways depending on the Proctor. Some Guests find their way during their first visit to the Campus but others may return.

### **2.3 Art Style**

The art style is supposed to be rather light and gentle. Clear shapes and realistic body proportions should be met with soft colors and soft shapes. Some Guests will have more distinguished silhouettes than others but their emotions should always be visible not only through words but also through their facial expressions and/or body language. Most of the time, the characters are facing towards the player because of the nature of the setting. As such, the main features need to be varying facial expressions and body postures.

The main setting of the Campus is ethereal by design and as such should be portrayed with floating elements and pastel colors. Some scenes will have more realistic backdrops but still need to look like they belong to the same game.

### **2.4 Sound Design**

The character will not be voiced aside from sounds like “surprised”, “thinking”, “sighing”, etc. There will be screens in which tracks will be heard but most of the time silence will be filled by ambient sounds or soundtracks that don’t distract too much from the story and reading. The sounds will be light and trance like. Synthesizer heavy. Basic Fungus sounds need to be replaced.

## **3. Gameplay**

### **3.1 Controls**

Left Click: Progresses the text boxes, player chooses dialogue

ESC: Player can pause the game and change options

Spacebar: Player can quickly see the previous dialogue

### **3.2 Mechanics/Branching dialogue paths**

The main mechanic of this visual novel are the branching paths the dialogue can split into. The choices will be clear, and unlike a lot of games of this type, will offer elaborate explanations on what the chosen decision will entail. Not only will the dialogue and session you currently play be influenced but also sessions and events afterwards. With this, storylines will get tied into other ones, conclude and be explained through other characters and events. While this way of storytelling is not direct, it is suitable for this main mechanic of the game.

### **3.3 Core Loop**

The player reads dialogue and makes decisions they deem correct. Certain decisions alter the result of the dialogue. Every Guest has a whole night dedicated to them. After the night, the Guide talks to the player before the next night begins.

### **3.4 Useful features/Good to haves**

Chapter selection

Character chapters only

Recaps