Dreaming of Memories of Dreaming

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Thesis

Dealing with the loss of a loved one and remembering the good and the bad memories through audio heard around the dream world.

Committee Members

- Harrison Walsh
- Anthony Calabro
- Steven Gutierrez
Story

Traverse the dreamscape to get to the end by collecting petals that will help unlock memories through visuals and audio.

Based on some personal experiences.
**Character**

- Dealing with a loss
- Dreams reveal how she will deal with loss
- Not too serious when dreaming
- Character color not too saturated
Environment

- Forest
- Flowers and Trees
- Starry Night
- Ground Roots
- Very Saturated Foreground
  - Less for Background
**Obstacles**

- Light-based obstacles
- Different shaped flowers, Different radii for light
- Can be avoided with other objects
  - Other platforms can block lights
Gameplay

- Running
- Jumping
- Dodging of Obstacles
- Collecting
- Platformer
Future Goals

- Animation for environment elements
- Add more animatic frames to explain more of that part of the story


Questions?
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https://akmetz.itch.io/dreaming-of-memories-of-dreaming