

Dreamscape

By: Gigie Santiago

Thank You To My Committee

- Adina Davidson
- Tony Calabro
- Harry Walsh
- Steven Gutierrez

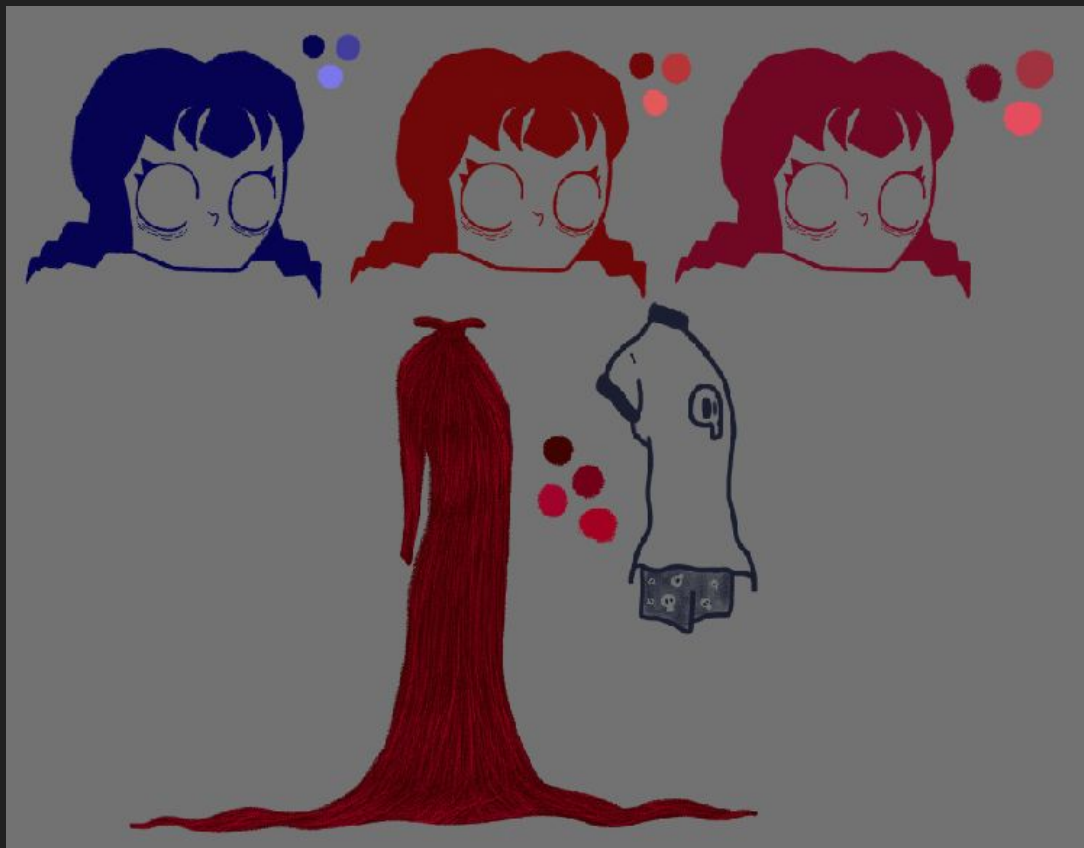
Project Statement

This project was made to represent nightmares that are more common/prominent in the audience

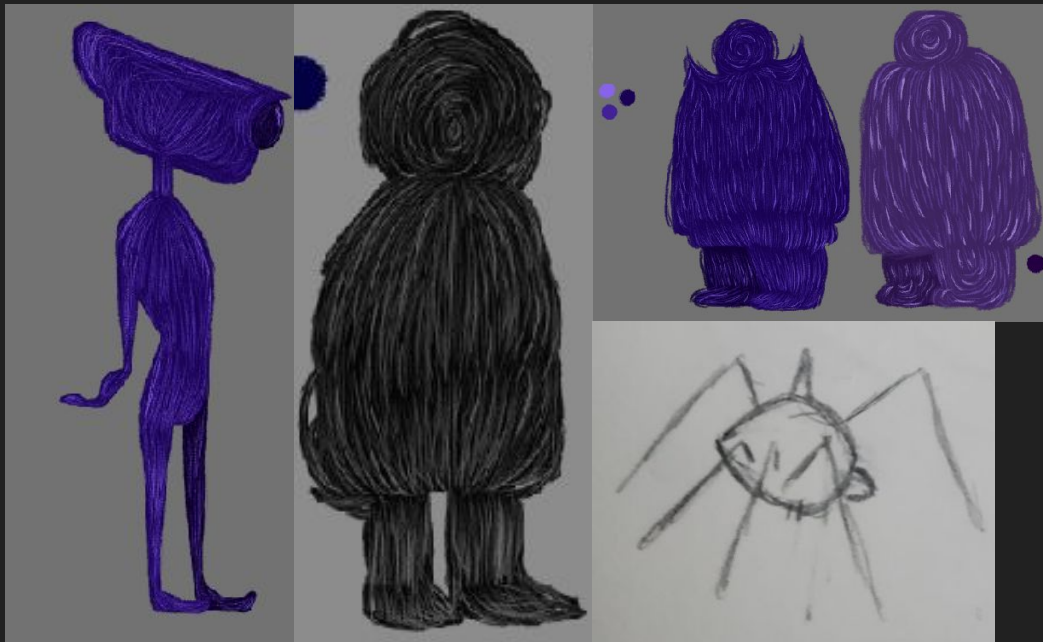
Thesis Statement

I will be using Unity Engine to create a world with little control for the player that also includes visual depictions of nightmares

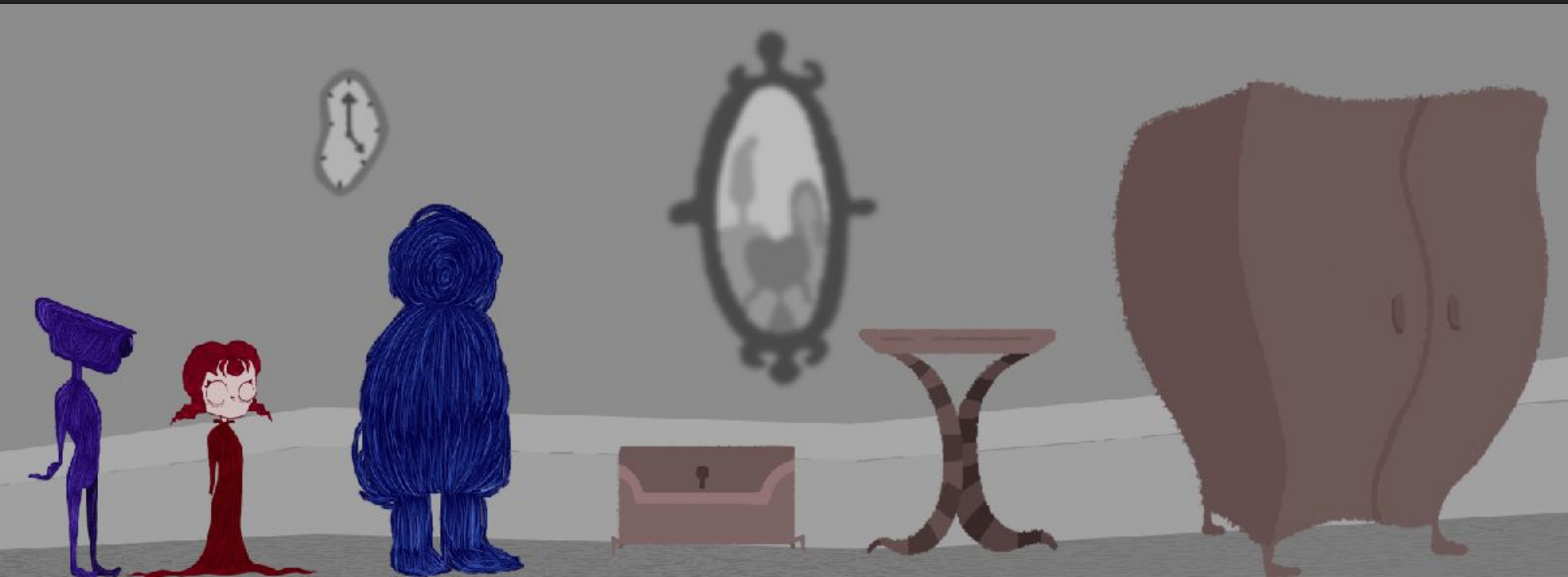
Player Character Concept



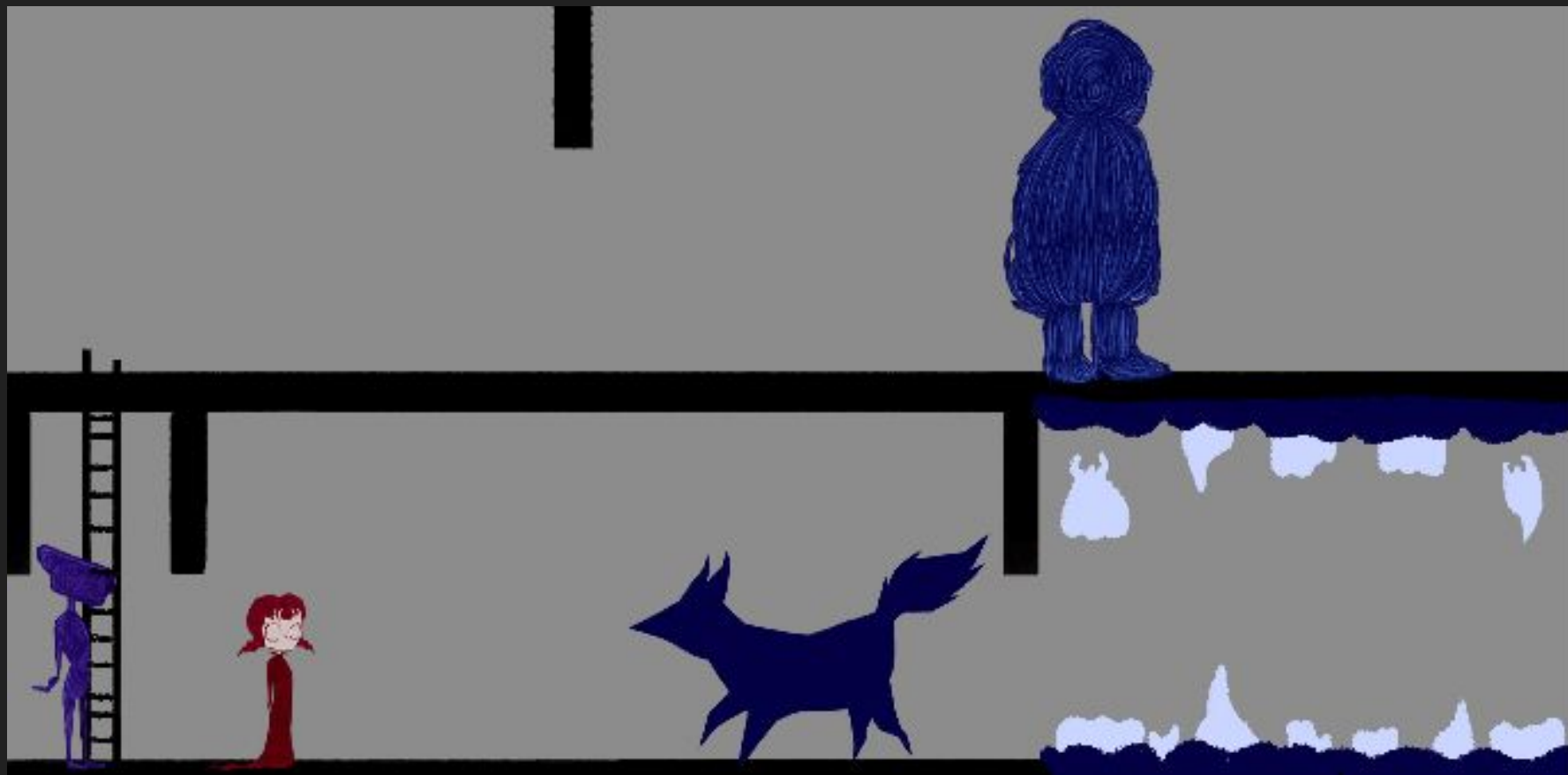
Enemy Concept



First Pass Environment



Level Development

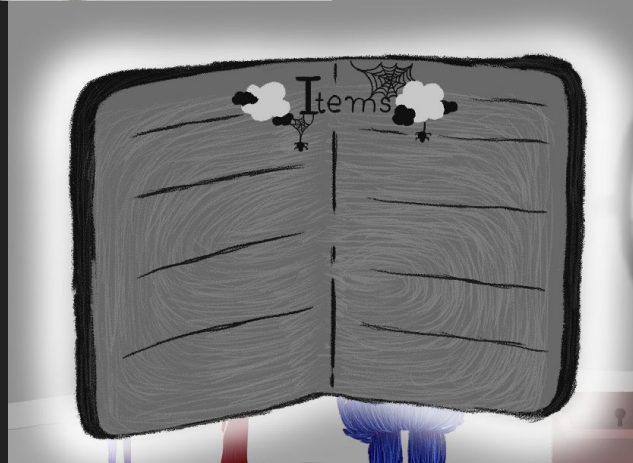
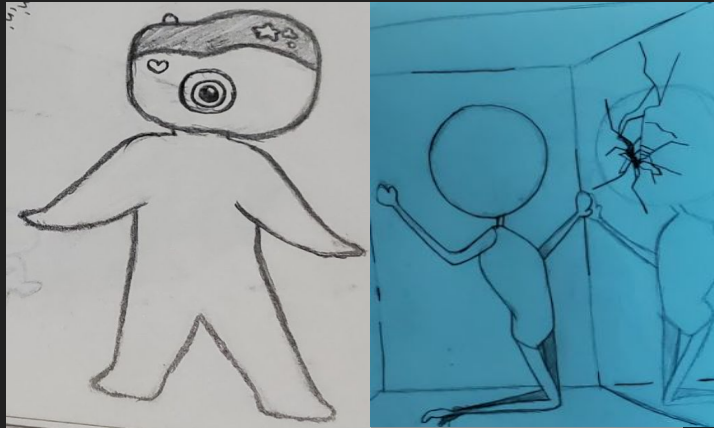


Gameplay



Future Plans

- Allies
- Levels
- Saves
- Inventory



Bibliography

- Sheaves, Bryony, et al. "Treating Your Worst Nightmare: A Case-Series of Imagery Rehearsal Therapy for Nightmares in Individuals Experiencing Psychotic Symptoms." *Cognitive Behaviour Therapist*, vol. 8, Jan. 2015, pp. 1-17.
- Schredl, Michael, et al. "Nightmare Frequency in Adults with Attention-Deficit Hyperactivity Disorder." *European Archives of Psychiatry & Clinical Neuroscience*, vol. 267, no. 1, Feb. 2017, pp. 89-92.
- Levin, Ross, and Tore Nielsen. "Nightmares, Bad Dreams, and Emotion Dysregulation: A Review and New Neurocognitive Model of Dreaming." *Current Directions in Psychological Science*, vol. 18, no. 2, Apr. 2009, pp. 84-88.
- Reynolds, Katharine C., and Candice A. Alfano. "Things That Go Bump in the Night: Frequency and Predictors of Nightmares in Anxious and Nonanxious Children." *Behavioral Sleep Medicine*, vol. 14, no. 4, July 2016, pp. 442-456.

Questions?

Link To Game

Dreamscape Level