Thank You To My Committee

- Adina Davidson
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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


Questions?
Link To Game

Dreamscape Level