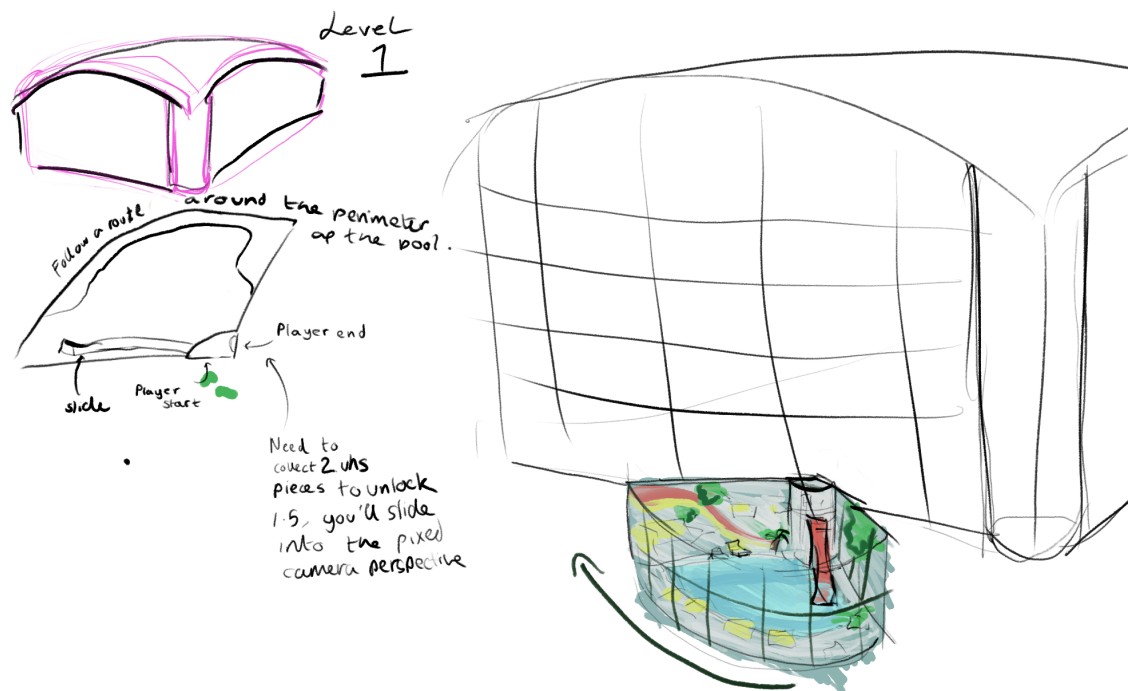


DAYDREAM LEVEL CONCEPT

Level 1

The player begins in the pool room. They start in the hollow pillar in the central pillar. There are two routes. One is sealed until the player traverses the level. The other opens up into a slide that the player goes down. Then they scale the perimeter of the room, gaining height until they come back around.

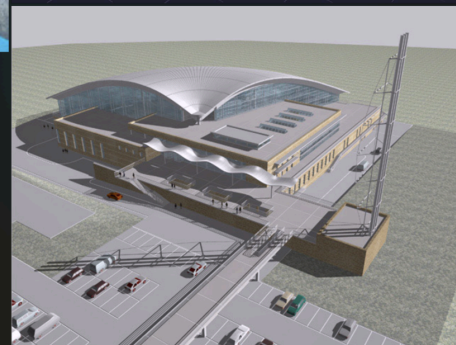
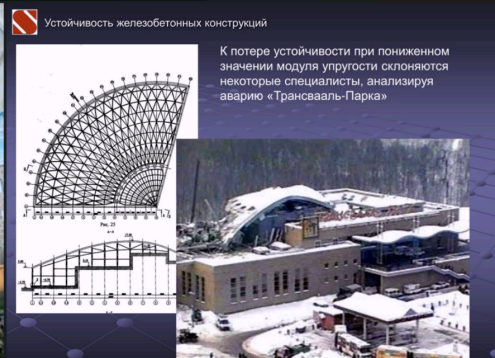
The aim is to collect the pieces of the vhs tape. The first three must be collected with the wall traversal mechanic. Only when they collect these pieces does the exit open up, which is in the same place as the player's spawnpoint.



The player descends down this exit, into another slide to arrive at the balcony of level 1.5. They are unable to leave the balcony and must stay at this point until they can work out the puzzle in front of them.

The first level is designed to be of a more contemporary style swimming pool. It's based off of the moodboard Kamilla made as I liked the Transvaal Park building Kamilla referenced. I imagine the exterior to be made of glass.

Transvaal park, Moscow, roof reference



I modeled the building in clay to provide further reference. Please excuse the wonky shape, I tried to capture the curve of the walls. There is the slide and a little palm tree to the side.

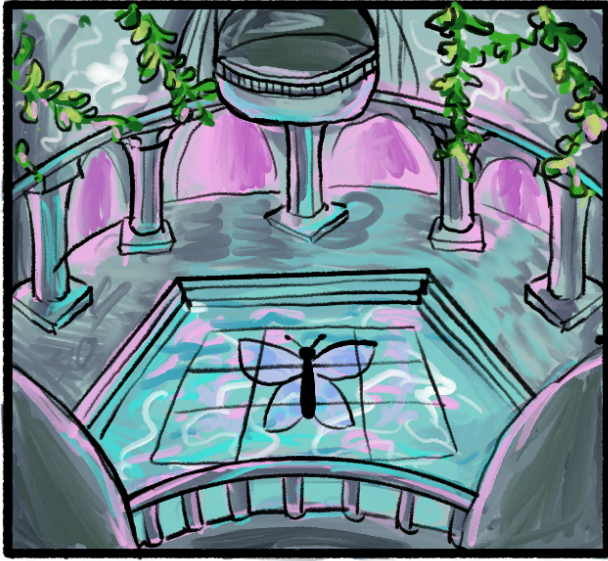




Level 1.5

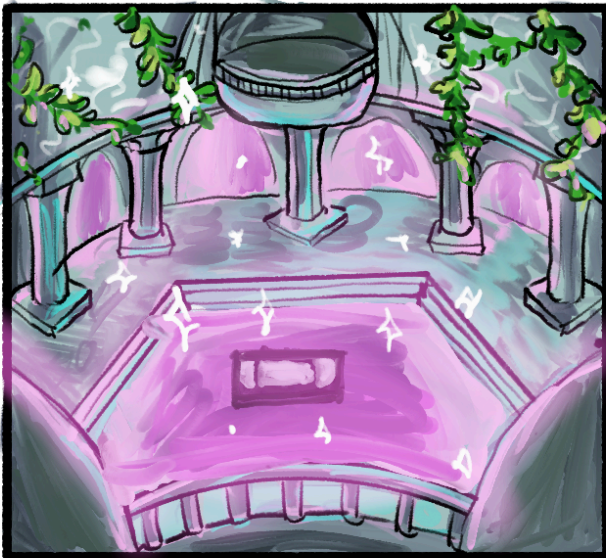
As you can see in the illustration below, there is a 3x3 grid that will start jumbled up, and the player must slide together to complete the puzzle. (First drawing)

Once the puzzle is finished, and forms the butterfly illustration, there will be a visual effect. The water will turn a purple, glowing pink and the VHS tape will appear (Second drawing)



Level 1.5

Fixed perspective
tile puzzle



Finished puzzle

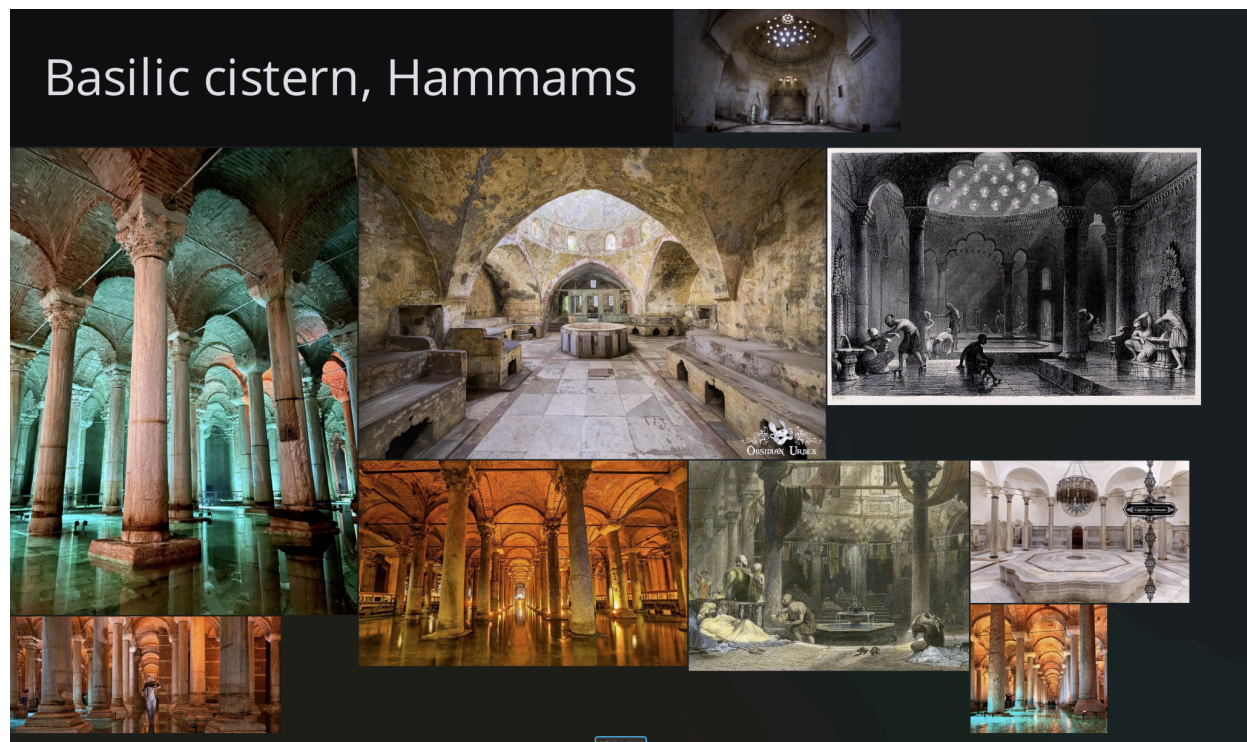
↳ Jump into the hole
to collect the VHS
tape

↳ Game end!

The player will be free to jump from the balcony to collect the VHS tape. This will mark the end of the game, as this plan fulfils the original game pillars of the GDD. While our plan does deviate from other aspects of it, I believe we can still capture the spirit of the game, as it's only natural for us to iterate as we work out how to make the game.

The second level is based off of the Basilica Cistern in Istanbul. Real-world references are extremely useful as you can view the space from many different angles from photos. It's meant

to look ancient and slightly dilapidated in order to represent the main character going deeper into her psyche to work out the puzzle and face her fears of the real world.



As the second part is only from one perspective, I consider it more of a level 1.5 as it does not allow free exploration. This lowers the scope and the burden as opposed to creating two full levels, while still allowing for a sense of progression and development of the narrative.

For both levels, the lighting should be dim and atmospheric, utilising pinks and purples to give off a mysterious energy.

Mechanics

The main mechanic that I envision for this plan is the tile puzzle in level 1.5. A system that allows the player to slide around tiles to recreate an image will be necessary.

The VHS pieces that the player must collect is also necessary as it allows for the completion of the game. They must be placed strategically, so playtesting will come in handy for perfecting this.

As a bonus, a sliding mechanic will add for some fun and immersion, allowing for seamless transition in and out of level 1 as the player goes down the water slide.

