Save The Dreams!

Content:

Starting The Game

When the player starts the game the first screen will be the start screen. On the start screen you can click on 'Start'. The player can also click on things like Settings, Made By and more.

Start

When the player clicks on 'Start' their first time, a screen will come before the actual game starts. On that screen the player will get explained what the player's mission is. He can also see the controls. At the bottom of the screen there will be a button ('Continue'). That button will start the game. Mission and Controls can both be seen in settings.

Settings

In settings you can change a lot of the default settings such as sound, music, windowed/fullscreen and more. You can also see the Mission and the controls.

Made By

In Made By you can see who made the game, when the game was made, and more details about the game.

The Actual Game (Save The Dreams!)

The actual game starts when you click on the 'Start' button from the start screen. It is a 2D Platformer. It is made in Unity (Or will be made). Save The Dreams is made for a game jam on Itch.io. The game jam theme was 'Dreams'.

Mission

"Welcome to Save The Dreams! Your mission is to keep the boy, Thomas, dreaming. If he wakes up you have lost. Dream Pearls are Blue and Purple! Top left on your screen will be a 'Wake-Up Bar'. The bar indicates when Thomas will wake. To the bar you have to collect 'Dream Pearls'. Dream Pearls are Blue and Purple! You can move by pressing D - Forwards, A - Backwards and W/Space - Jump. Good Luck!"

Controls

D - Move Forward
A - Move Backward
W / Space - Jump
ESC - Pause Menu
ENTER - Instant Game Over

Description

The theme for this game is Dreams. In this game you are a 2D character. You have to make your way up in the game. Top left side on the player's screen, will there be a bar. That bar indicates when the boy will wake up. The way that you fill this is by collecting 'Dream Pearls'. The Mission text will be displayed if it is first time you play the game (As explained in 'Start').

You are character who needs to find Dream Pearls so Thomas won't wake up! You can collect them by jumping from platform to platform. If you fall down and disappear from the screen (The Camera will follow you up but it will not go down) or if the bar gets empty, then it's game over!

Thank You!

Thank you for reading this! It means a lot!

If you have any idea for this game, please contact me on Skype (dannym3232) or write an email to me (daniellmunch@gmail.com).

**Please Remember i can still make changes to the game!

Sorry for bad english! It's because i'm from Denmark ;D

Have a good day! ;D
//Daniel