

Dream Island

Ian Weist '17

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Isolation



Hide behind your shield to reflect attacks away.

These crystal crabs prefer to play alone than with others.



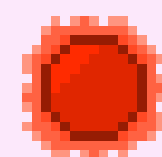
The inspiration for the games enemies came from the natural rivalry between flocks of crows and owls thus representing the grief the main character experiences.



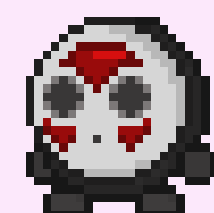
Anger



Use the anger inside you to attack your foes with fire.



Normally well tempered, they have become angered by the crows stealing of their sacred artifact.



The Story

A boy has just lost his sister, now he must find a way to overcome his grief through the subconscious of his dream. You must work your way through Kubler Ross's 5 stages of grief to obtain acceptance.



Immortalized in your memory those who are lost are not truly lost

Bargaining

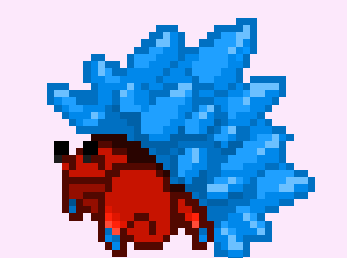
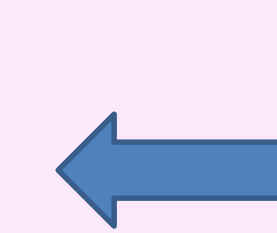
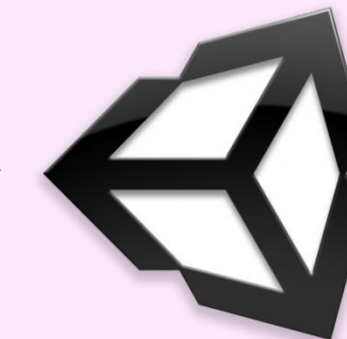
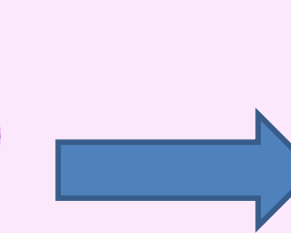


Offer a portion of your health to deal more damage to you enemies.

These plant folk are always trying to fix their pots for when they crack fully they die and become the plant than grows out of them.



The game was developed in the Unity Game Engine which allows for coding script to give characteristics to visual components.



Depression



Losing all your previously attained ability you must progress powerless.

Inhabiting the cold side of the island these snow cats live solemn lives knowing as the sun rises over the island they melt out of existence.

