

DREAM ISLAND: A 2D VIDEO GAME ADVENTURE

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Dream Island is a 2D video game for PC that takes place in the dream of a child who is experiencing the grieving process after the death of his sister. The game's story is told through four thematically different parts of the game that each depict a different part of Kubler Ross's stages of grief. Each part introduces a new way for the player to defend themselves and attack the enemies. The game was developed in the Unity engine with the help of JPixel and Tiled to create the visual elements to create an engaging and enjoyable experience.