Lucid Realms

Game Identity / Mantra:
Lucid Realms is a 2D styled platformer with a twist of changing realm around the player.

Design Pillars:
Curious, excited, mystery

Genre/Story/Mechanics Summary:
Lucid Realms consists of levels that combine 2 realms of dream and nightmare. Environments dynamically change as players move from one to the other.

The story begins with the main character falling asleep. During the sleep, a mysterious character informs the protagonist about the need to wake up. The journey ends when the protagonist wakes up.

Elements of the mechanics are jumping, attacking, moving and the most exciting one is the transition from a dream to a nightmare realm, where the player gradually loses sanity. Sanity plays an important role when fighting enemies.

Features:
- Double jump
- Attacks and enemies
- Switch between two realms
- Interaction with environment
- Environment variety
- Dialogs system

Interface:
The user controls the main character using the keyboard. The game has added hotkeys for movement, interactions, attacks, and realm switch.

Art Style:
Pixel art. Prince of Persia. Black hole. Terraria. Starbound. Ori and the magical forest.

Music/Sound:
Medieval, fantasy, epic, adventure, urgency in nightmare realm.