



Dreamscape Video Game Concept for XBLA

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A young child traverses into dream worlds to overcome challenges he faces in the real world.

Genre

- Side-scrolling platform adventure





Major Features

Dream and Real World Levels

- Real World
 - Kip encounters insurmountable problems
- Dream World
 - Overcome terrain, enemies, and obstacles
 - Solve puzzles to create items and powers
 - Return to the real world with new abilities

Funny Character Interactions

Main Characters

Kip



Somnium



Griff



Ms. Peppercorn



Hardware Platforms



Target Audience

- Primary Demographic
 - Young teenage and adult male and females 12-34
- Secondary Demographic
 - Fans of arcade adventure games
 - 30 million Xbox Live subscribers



Development Plan

- One year development
- \$1,018,000



Alpha	Beta	Launch
10 Months	11 Months	1 Year



Competitive Analysis

Adventure Genre Games

- *Limbo* and *Braid*
 - Top selling titles for Xbox Live Arcade
 - Both titles have a large fan base
 - Titles lack character interactions
- Fans of this genre will find similar experience in *Dreamscape*



Why DreamScape?

Proven Model

- Of top 30 selling Xbox Live arcade games, 40% adventure genre games

Whimsical Tone

- Character interactions players can laugh with
- Creates a new appeal to an already large consumer market