

Sweet Dreams

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Game Description

You play as a boy who went to sleep and entered a dreamland where he fights off monsters, who are entering other children's dreams as nightmares, with his trusty pillow.

Art Style

The game should feature a dreary, cool-toned forest environment to create a sense of mystery and foreboding, with the use of cool blues and greys. The trees and fog around the player add to the poster's eerie atmosphere.

I want the player to feel uneasy about the unknown world as the dreamland he is in has turned cold and dull as a result of the monsters' takeover of the dreamland. The fog communicates the surrealness of the dreamland.

The player will stand out in comparison to the environment. The player stands in the centre to serve as a direct focal point for the viewer, drawing their attention to him. The boy's pillow produces a glowing light that conveys a sense of security and determination. It also represents that he is holding onto the weapon that will bring light back into his dreamland.

The striking contrast between light and dark visually depicts the narrative's primary conflict.

In the top background, a monster is partially obscured by the trees. Its red eyes and slight glow effects highlight its unearthly and terrifying aspect, attracting the viewer's attention upwards and increasing tension in the poster.

On either side of the main character, smaller but equally deadly monsters emerge from the shadows. These animals, though secondary in scale, heighten the sense of danger and the boy's bravery in confronting them, portraying a progressive build-up of tension, from the boy's steadfast attitude to the oncoming threat from the foes.

Narrative

The scene is set in a gloomy, foggy forest. A determined child (the player) stands before a massive monster who is peering down at him, with a glowing pillow (the player's weapon) grasped in his right arm. More monsters are emerging from the shadows and heading towards the main character, but he is undeterred by them.

There are images of children sleeping blended into the fog, communicating to the player that the setting in which the main character is located is a dreamland rather than reality.



Credits

Here are the images I have used in this assignment:

1. (Pexels) Girl Sleeping on Bed
 - a. <https://www.pexels.com/photo/girl-sleeping-on-bed-1359554/>
2. (Pexels) Boy Sleeping on Bed
 - a. <https://www.pexels.com/photo/boy-sleeping-on-bed-8104147/>
3. (Pexels) Environment
 - a. <https://www.pexels.com/photo/brown-dirt-road-between-green-leaved-trees-during-daytime-52599/>

AI-generated images (from Adobe Firefly):

1. Boy holding a pillow
 - a. Firefly-boy-holding-a-pillow.jpg
2. Centre Monster
 - a. Firefly-monster-centre.jpg
3. Left Monster
 - a. Firefly-monster-running-to-right.jpg
4. Right Monster
 - a. Firefly-monster-running-to-left.jpg