

The Dreams Of Aery

Game pitch • March 2020

The story

Adventures of Ted, who've been created by a powerful creature Aery.

He lives in the world populated by light and dark creatures. Ones being loving and others hating.

Passing through the natural evolution Ted learns to navigate this world and becomes more and more powerful creature.

Following his dreams, his journey would bring him to Aery.



RPG
Adventure
Interactive story
Life simulation

singleplayer offline

mobile game family-friendly

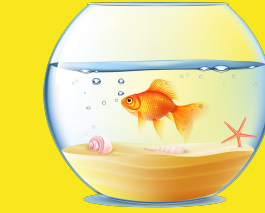
exploration of an imaginary world

quests beautiful scenery

kindness balance



Player controls the game by
making a choice to either love
or hate characters



give energy

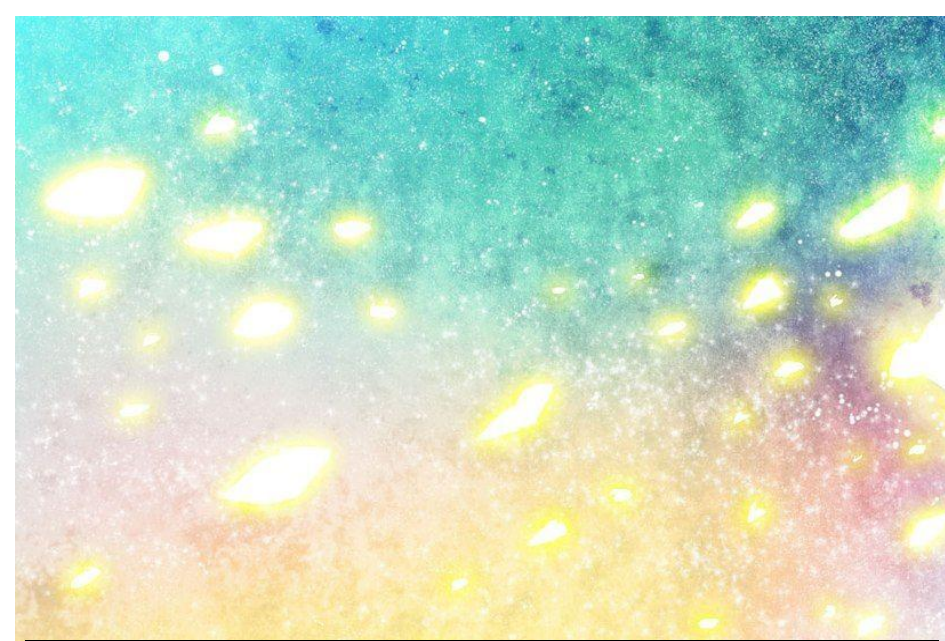
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take energy

):

or



The world is divided in two.

Day is under control of
creatures of light, who give
energy



In the **Night** dark creatures
get out, who take it

You need to learn to survive

skills

Interacting with game
characters player acquires
different skills

- giving or taking energy
 - meditation
 - planting and harvesting
 - doing tools and objects
 - flying, diving, climbing, etc.
 - mini-games
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basic creature



kid



hero



Levels -> from simple to more complex social interactions

dreams

Dreams are new game features.

Like ability to fly. You need to find 'fly mandala' and color it to learn the new skill.



**Collect skills and
energy to color it**



- energy exchange
- full skills economy to make the world livable
- every character has a dynamically generated storyline
- characters act on 😊 or ☹️

Core technology: world simulation

Unique selling points

- Emotionally engaging game mechanics
- Player better connects to characters by learning their stories
- Free exploration of an unique imaginary world
- Can be both relaxing and challenging, gameplay is defined by the player

Risks

- The main game mechanics of expressing emotions needs to be play tested
- World simulation and balancing is hard tech
- Being a storytelling game it requires an expertise in creating engaging animated films



anastasia@lifecycle.today

