DROIDREAM

A MINIGAME-CENTRIC COMPUTER GAME

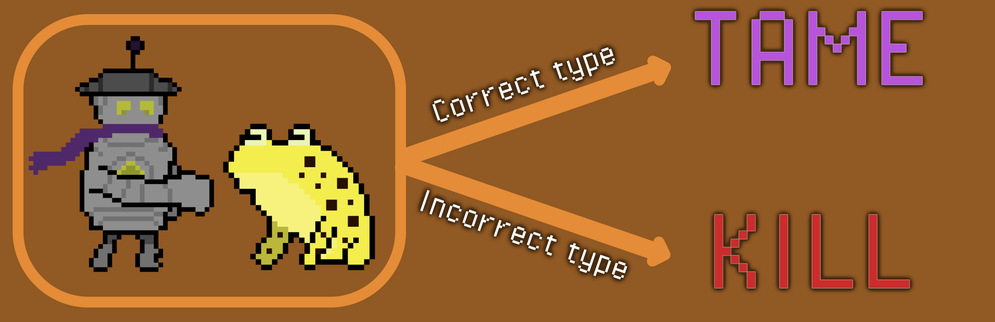
SUMMARY

Droidream is a **2D turn-based roguelike game**, with a focus on **real-time minigame mechanics** inside of turns.
The game is centered around computer-controlled creatures, their unique attack patterns and fast-paced minigames called **dreams**, which the player can win to better progress inside the game.
Each level starts to increase in difficulty and the player must utilise the game's numerous mechanics and strategise to survive until the end.
The game is designed in the **Godot Engine** and written in the **GDScript** programming language.

The minigames of Droidream

FEATURES

Each turn is played in real-time sequences and features **reaction mechanics**, which can help the player gain an advantage in levels.
The game revolves around **taming and killing creatures** - the player can choose how they want to approach each level to better fit their playstyle. **Taming** is more straightforward and allows the player to enter the **dreams of creatures**, while **killing** is more difficult, but skips **dreams** entirely. Both mechanics are dependent on how the player matches a creature's **type**. The game also features an upgrade system, where the player can gain and buy different abilities and items.



TESTING

Droidream was tested with **6 testers** and received mostly positive feedback for its innovative features. Testers generally enjoyed the game's difficulty, art and upgrade mechanics. However, many interface and usability issues were also found, which will be fixed in **later versions of the game**, as it will be further developed in the future.

WHERE TO PLAY

greeeegartur.itch.io/droidream

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