

LUCIDREAM

2016 Spring, Team LucidDream

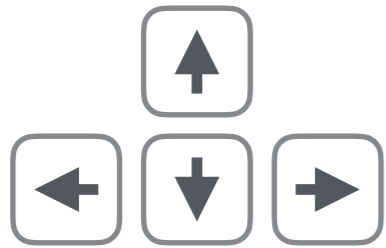
Concepts

- Puzzle
- Single-player
- Turn-based
- Color
- Dream
- Emotion



Control

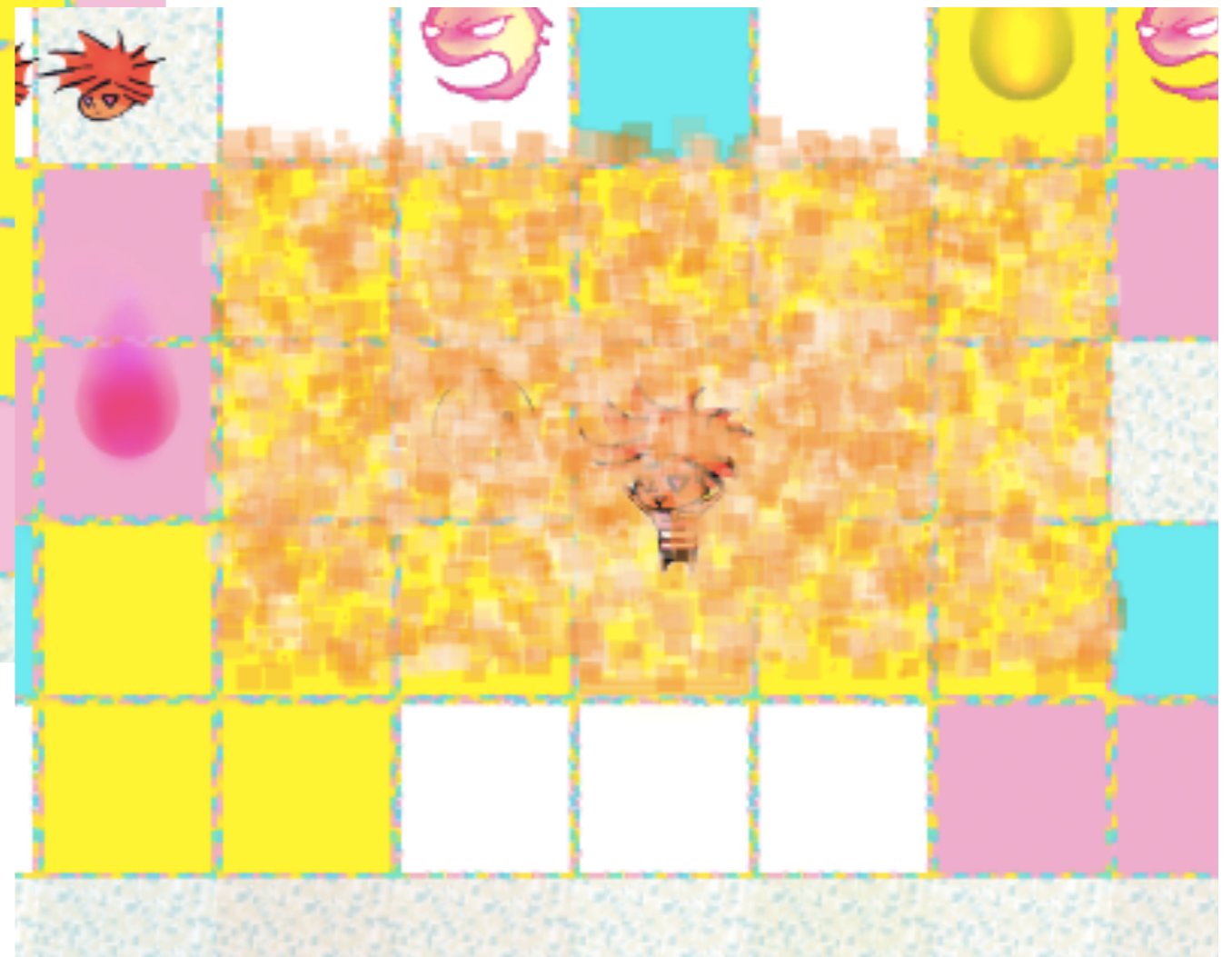
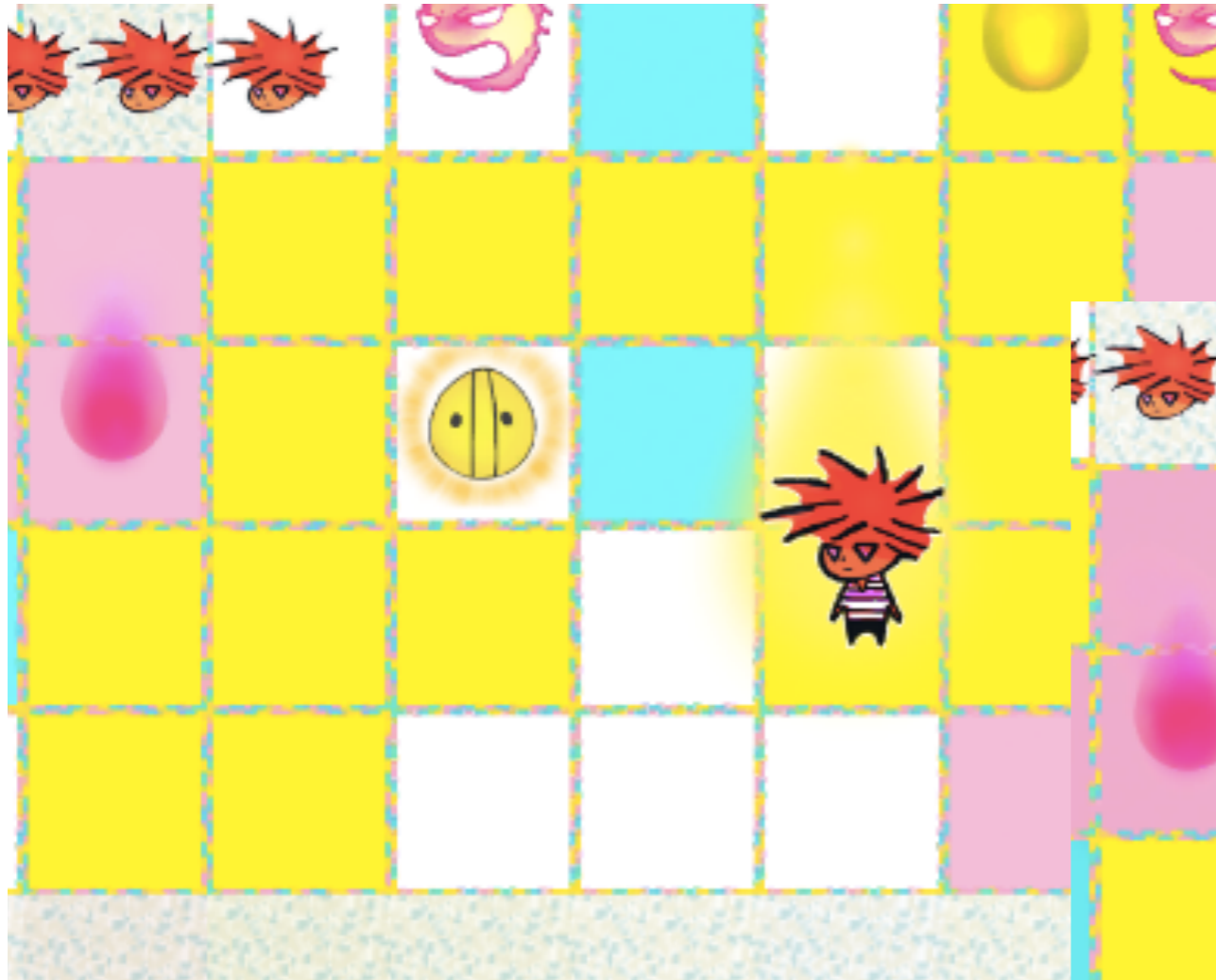
- Move



- Blink



Action

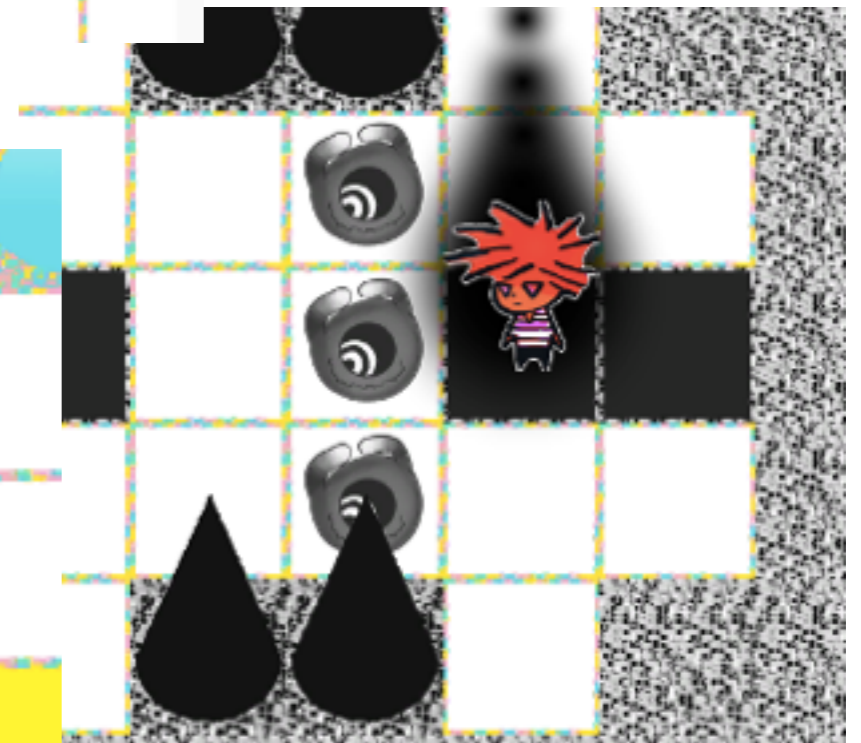
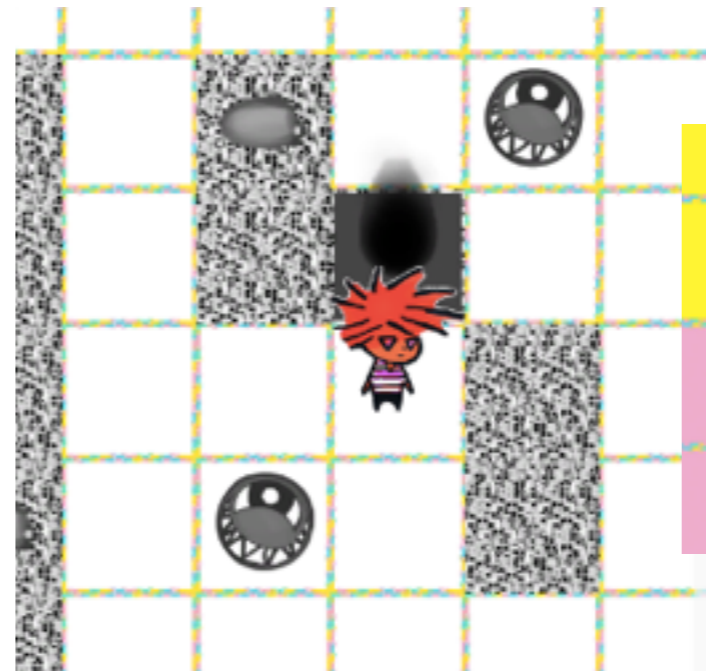
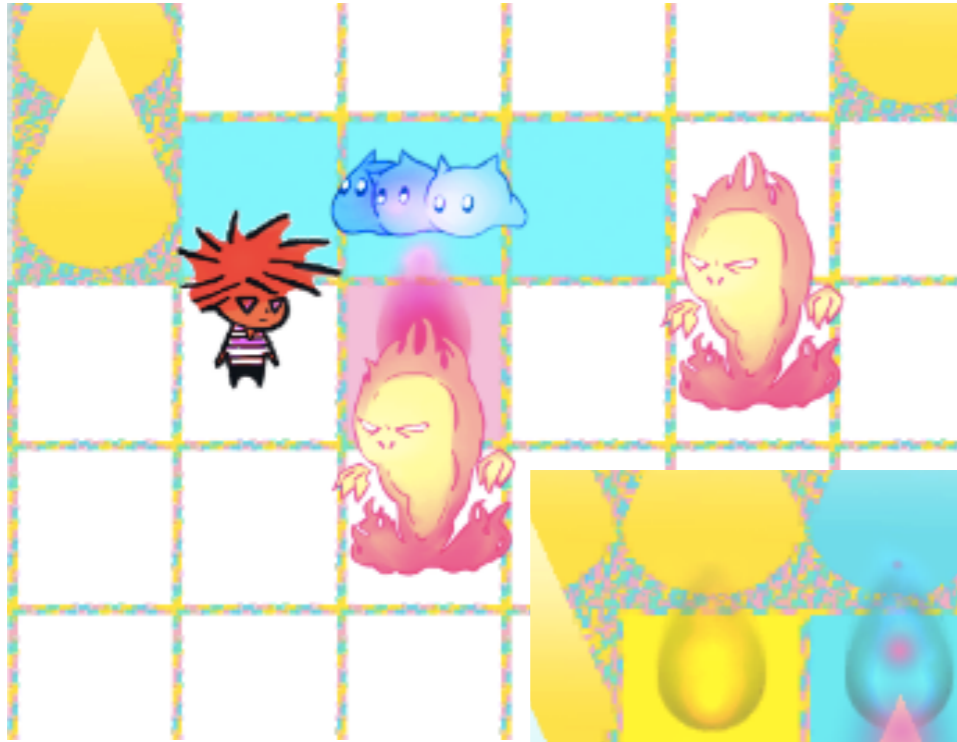


Objects

- Orb
- Tile
- Wall
- Button
- ...

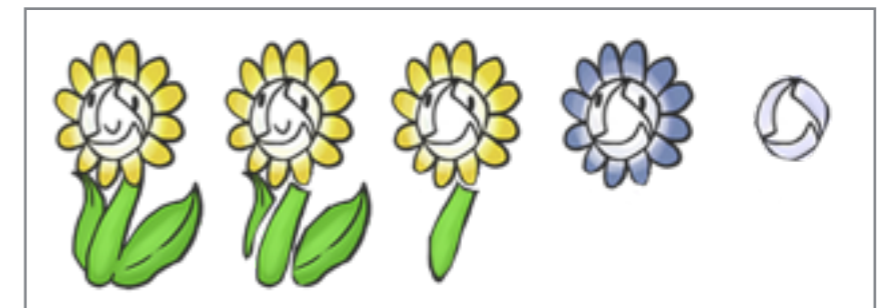
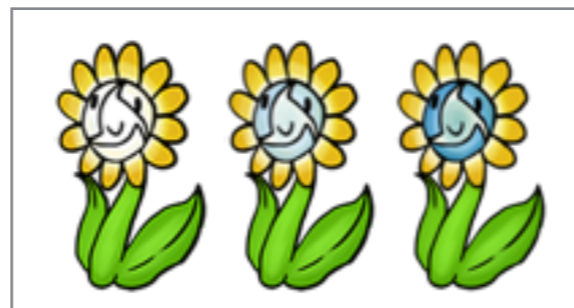
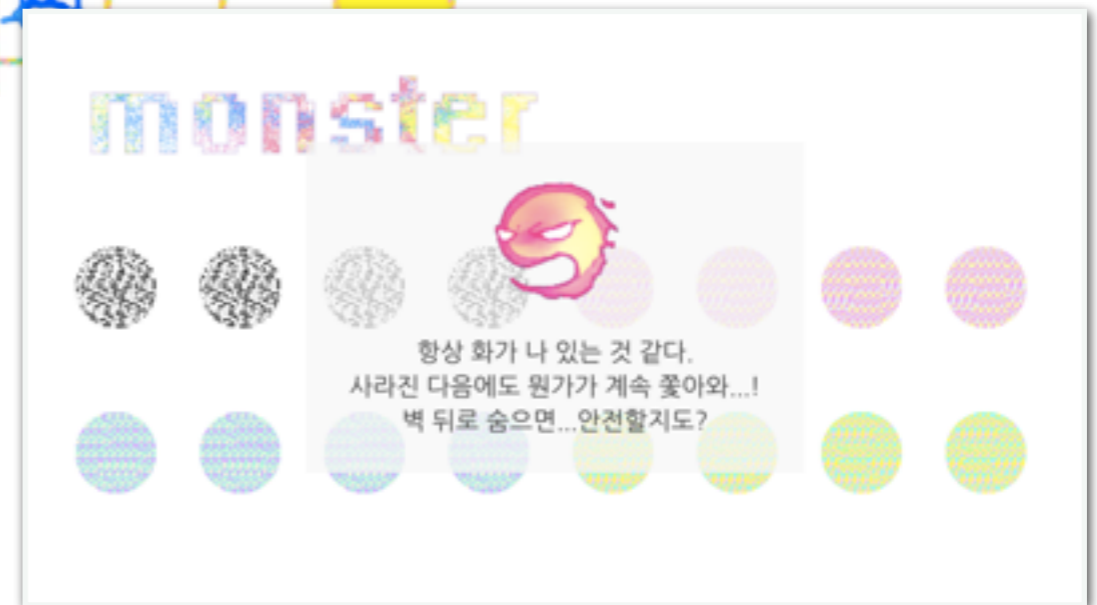


Monsters



Patch

- Effect
- Monster note
- Monster animation
- New stages
- Tip



Thank you!

