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Game Title: DREAMERS

Developer: PlaySys

Publisher: PlaySys

Release Date: September 2023

Game Genre: Adventure

Number of Players: Single Player

Software Used: Unity Engine and proprietary tools

Platforms: PS4, PS5, Xbox One, Xbox Series, Nintendo (TBA), PC (Steam TBA)

Website: www.dreamers-game.com

Overview

Embark on an extraordinary journey in DREAMERS, a captivating single-player adventure game developed by PlaySys. Immerse yourself in an intense narrative set within a guided open world, where exploration, interaction, and discovery await. Engage with nearly 100 diverse NPCs, collect valuable items, solve intricate puzzles, face challenging situations, and indulge in thrilling mini-games.

DREAMERS offers a violence-free experience suitable for teenage players and beyond. Its narrative delves into the struggles of the modern adult generation, utilizing subtitles for dialogues to enhance understanding. With an estimated gameplay duration of ten hours, the game implements a system of trophies as rewards for accomplishing specific quests and actions. While there are no immediate plans for downloadable content (DLC), the vastness of the world, abundance of NPCs, and the intricate storyline present ample possibilities for future expansions.

Core Mechanics

DREAMERS immerses players in a 3D third-person perspective, allowing them to assume the roles of multiple characters and explore various environments. Characters can be controlled individually or cooperatively, utilizing a single controller and split-screen functionality in specific areas. The game features a fluid free movement system with precise inverse kinematics (IK) for hands and feet, complemented by a look-at system that provides cues for interactions



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with the environment and NPCs. Players have access to an inventory, map, story log, and quest hints to aid in their progression. Specific mini-games introduce diverse gameplay approaches with parameters such as battery usage, shield management, stamina, collectibles, and more.

Progression Flow and Dynamics

DREAMERS does not employ an escalating difficulty curve; instead, it captivates players through the progression of its narrative and the bond formed between characters. The story and quest log act as a comprehensive "to-do" list, ensuring players stay focused on unfolding events. Notably, DREAMERS does not feature a "game over" mechanic, eliminating the need for specific controller skills. Save points are conveniently placed throughout the game, allowing players to preserve their progress and resume their adventure at their leisure.

Aesthetic

DREAMERS boasts an aesthetic closely intertwined with its narrative development, utilizing a limited palette of only 36 colors throughout the entire game. From a technical standpoint, optimizations have been implemented to reduce draw calls and loading times, enhancing the overall performance. The game's menu, inventory, map, and logs seamlessly blend 2D and 3D graphics. With a cinematic approach to camera work and lighting, DREAMERS enhances engagement and player immersion. Motion capture technology enhances the unique experience, highlighting the contrast between non-photorealistic characters and their incredibly smooth movements. Meticulously crafted soundscapes are intricately linked to emitters placed throughout the game world, enriching the auditory experience. In summary, DREAMERS aims to create a combination of non-photorealistic visuals, a hyper-realistic atmosphere and lighting, detailed sound system, cinematic elements, and fluid motions, offering gamers a memorable experience.

Theme and Mood

DREAMERS thrives on the juxtaposition of the serious, grownup problems of the real world against a backdrop of vibrant colors and a stylized, low-polygon environment. The game's mood seamlessly transitions between playful and dramatic, complemented by custom-made soundtracks that underscore the emotions of characters and locations. The metaphor within DREAMERS lies in the journey through space as a representation of personal growth and progression through time.



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Controls

DREAMERS provides an intuitive single-player, third-person offline adventure experience that requires no special hardware devices nor skills. Players will utilize a Gamepad to control their characters, manipulate the camera, interact with the inventory, and navigate the game's systems.

Unique Selling Points

DREAMERS stands out with its visually stunning and distinctive art style, revolutionizing the graphic adventure genre. The game's narrative contrasts and thought-provoking themes contribute to its uniqueness, captivating players with a compelling story that doesn't rely on escalating difficulties or demanding complex controller skills. DREAMERS also introduces innovative user experience (UX) features that defy expectations typically associated with classical adventure games, particularly in its inventory system and fetch-quest system.

By blending mesmerizing visuals, immersive gameplay mechanics, and a richly crafted world, DREAMERS guarantees hours of entertainment. Prepare to embark on an unforgettable journey alongside your companions as you unravel the mysteries of this extraordinary adventure video game. Get ready to immerse yourself in a world where dreams become reality and, sometimes, reality becomes a dream.

Original Soundtrack

DREAMERS Original Soundtrack features nearly two hours of orchestral and ambient music, created by an international team: composed by Svetlana Khanina and Irina Slepchenko, and orchestrated by Markus Elgland.

With its 31 instrumental tracks, the soundtrack of DREAMERS promises to transport players in a relaxed and exciting atmosphere, to immerse after a tiring day, and to travel with the protagonists of the game between different worlds and realities.

About PlaySys

PlaySys is a software engineering company based in the center of Milan since 2007. Our professional expertise includes virtual and augmented reality, video game development, research, and education in the field of CGI and interactive digital media.



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Direct Links

[DREAMERS official website](#)

[PlaySys Development and Publishing](#)

[Xbox summer demo 2023](#)

[DREAMERS wishlist on PlayStation Store](#)

[DREAMERS pre-order on Xbox Store](#)

[DREAMERS Steam page](#)

[DREAMERS Original Video Game Soundtrack on Spotify](#)

[DREAMERS YouTube Playlist](#)

[High Resolution Images for Press](#)



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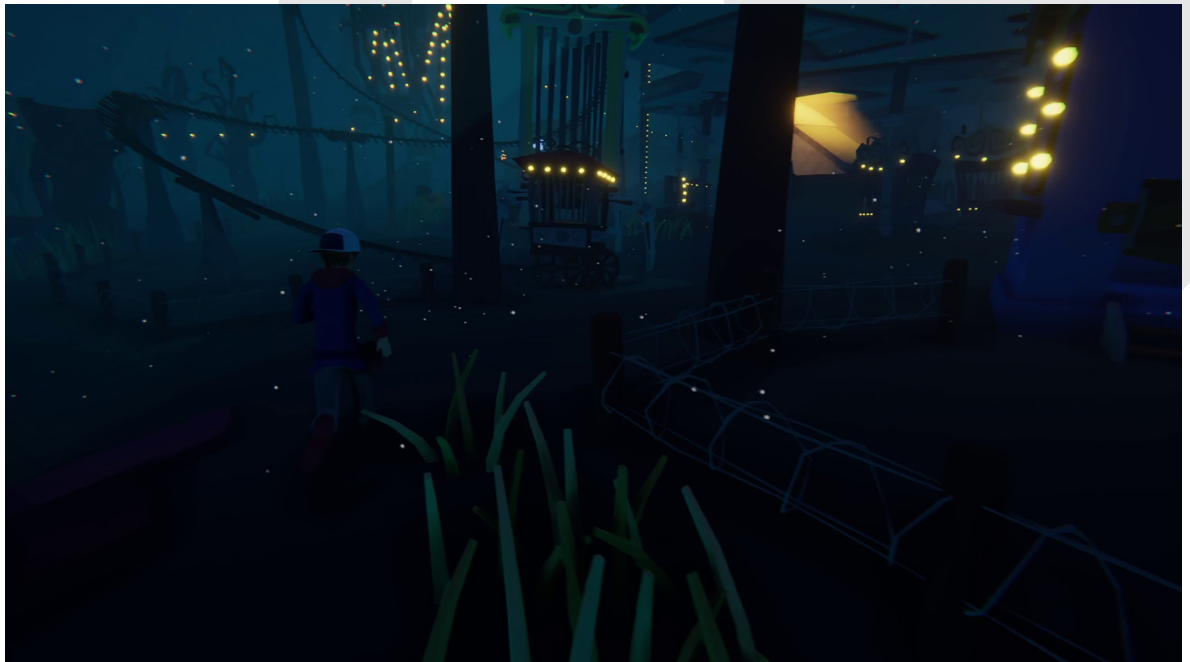
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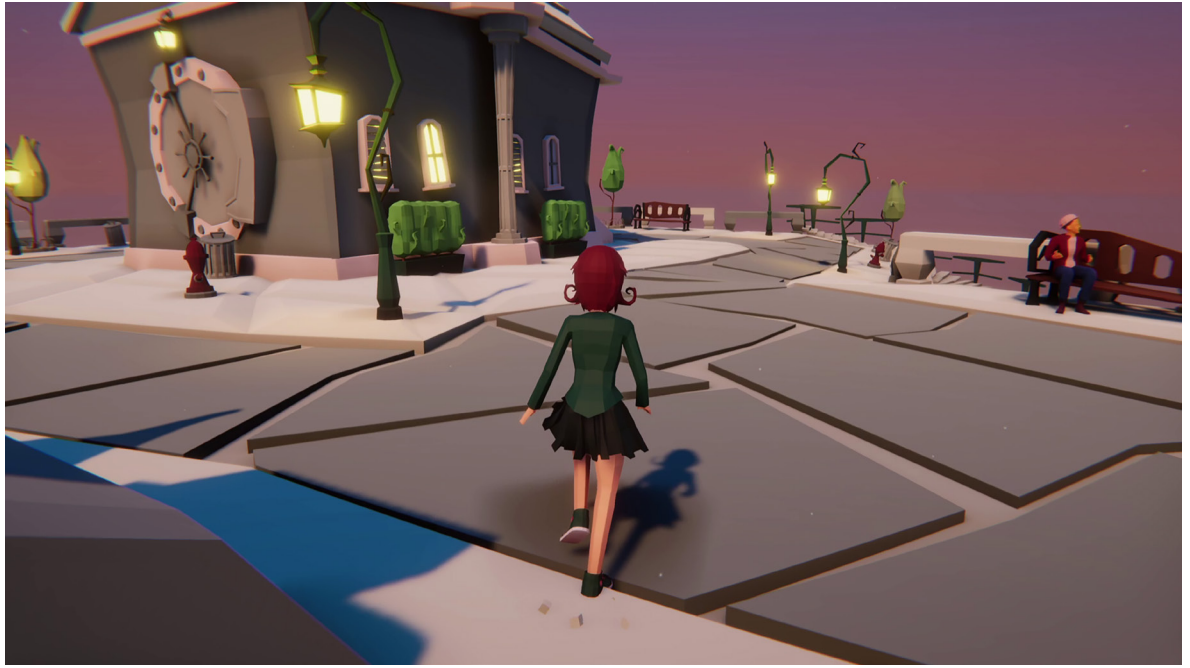
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