Let's Make A GAME!

Build and customise a short game from start to finish

Intermediate

Mm

MADE IN dreams

Need some help making your games feel more 'finished'? Always wondered what we think about when making games? If you're comfortable creating in Dreams but are looking for more direction, this guide is for you!

We'll look at:

Customising a character
Building an environment
Adding music to the world
Setting a mood and tone for your game
Creating a goal, and a challenge for your character
Guiding the player
Adding some cameras

Good luck, and Happy Dreaming!

HOW TO USE THIS GUIDE (Example page)

Let's Make a Game!
Lesson Description

This is where the overview of what you're going to achieve will be!

TOP TIP: This guide's full of top tips and tricks. Before we start, why not get used to jumping in and out of play and create modes. You can do this buy pressing OPTIONS and selecting play mode - to go back into edit mode, press OPTIONS and select edit!

Related Resources (before you start):

How to Control Your Imp
Understand Creation Types
Tips and Tricks with Rich!

Let's Make a Game!
Lesson Plan

Steps

This is where the steps for you to follow will be!

You will need:
Latest Dreams update

Something to watch the linked videos with/on!

If recording your own audio, PlayStation camera/headset

Customise a Character!
Lesson Description

Create a brand new character! We've done all the hard bits, you just need to customise them to make them your own.

STORYTELLING TIP: What is their name? What do they like? What do they dislike? What are they most afraid of? Get to know your character!

Related Resources:

How to Remix

Tutorial: Character Art

Tutorial: Coat, Style and Effects

Customise a Character!
Lesson Plan

Steps

- Start a new Dream

- In the Dreamiverse, find the Welcome Garden Character Pack

- Stamp a character with R2

- Customise their appearance using the coat style and effect tools

- Stamp or build some props on your character

Build an Environment!
Lesson Description

Create an environment for your game to take place in. Is it outside, inside, in space, on rooftops, inside a whale....it's up to you!

STORYTELLING TIP: Does your character live here, or are they a visitor? Do other characters live here? Are there worlds beyond this one? What time period is it set in? The past, the present, or the future?

Related Resources:

[How to make a mossy rock](#)

[How to make a waterfall](#)

[How to Quickly Assemble a Level](#)

Tutorial: Coat, Style and Effects

Masterclass: Sculpting and Level Assembly

Build an Environment!
Lesson Plan

Steps

- Use elements from the Welcome Garden Kit/Ancient Times Kit/Dreamiverse to start building a PLACE

- Think about where the game takes place

- Start building floors, walls, props to help flesh out the world

- Can you find new an interesting ways to use props that already exist?

Get Animated!
Lesson Description

Let's give our character some animated moves. Maybe a wave, or a victory pose, or a silly face? Or maybe they change colour!

STORYTELLING TIP: Can you use any of these to tell us something about our character?

Related Resources:

Tutorial: Character Art
Tutotial: Character Gameplay

Get Animated!
Lesson Plan

Steps

- Grab a keyframe gadget from the gadgets menu

- Stamp a keyframe into the scene with R2

- Change the pose/face/colour

- Wire the keyframe into the buttons on the controller sensor

- Repeat as many times as you want!

Set a Mood!
Lesson Description

What is the mood or tone of your scene? Is it dark and creepy? Is is bright and carefree? Bright and cartoony?

STORYTELLING TIP: Play around with different combinations of settings to change how the world 'feels'. This will set the tone for your scary/playful/energetic/peaceful story!

Related Resources:

Tutorial: Lighting & Atmosphere

Tutorial: Coat, Style and Effects

Masterclass: Stylistic Scene Creation

Set a mood!
Lesson Plan

Steps

- Grab a Sun and Sky gadget from the gadget menu

- Stamp it in your scene with R2

- Change the settings in the tweak menu to match the mood

- Grab and stamp a Grade gadget

- Open the tweak menu and apply post effects

Make Some Noise
Lesson Description

Make some music that adds impact and energy to your scene.

STORYTELLING TIP: How do you want your game to feel? Fast an exciting? Slow and thoughtful? Spooky and mysterious? Music really helps pack an emotional punch!

Related Resources:

Making music in Dreams PS4

How to make a waterfall

Tutorial: Arranging music

Tutorial: Music Performance

Make Some Noise
Lesson Plan

Steps

- Watch the music making tutorials and masterclasses

- Using the Mm collections, take some loops and make a short music track

- In Audio mode, stamp an audio recorder gadget with R2 and record a sample of your own voice

- Turn the sample into an instrument in the tweak menu

- Record playing your sample live

- Set the track to loop

Bring Your Game to Life!
Lesson Description

Let's add some more elements and detail to bring your amazing scene to life. What else can you hear? Waterfalls? Birds? Traffic? What else can you see?

STORYTELLING TIP: The details are the stuff that makes a game really satisfying to play, and make the world you're creating feel more unique!

Related Resources:

How to make a mossy rock

How to make a waterfall

Tutorial: Sound Design

Tutorials: Cinematic Sound Design

Build an Environment
Lesson Plan

Steps

- Stamp ambient spot sounds from the Dreamiverse into your scene

- Stamp fog gadgets into your scene for ambience

- Stamp some more ambient objects from the Dreamiverse into your scene - plants, boxes, cars, anything that makes the world feel 'lived in'.

Guide the Player!
Lesson Description

Place an objective or a goal in the level, and give them clues as to how they get there. This is the essence of level design – guiding the player through a level.

STORYTELLING TIP: When we're telling a story, not giving all the information in one go can make it more satisfying to play!

Related Resources:

Masterclass: Sculpting and Level Assembly

How to Quickly Assemble a Level

Guide the Player!
Lesson Plan

Steps

- Stamp or create an objective or a goal somewhere in the level

- Think about what the player can see. Are some areas hidden?

- Stamp some lights from the gadget menu with R2, or use glowing objects, to illuminate things you want the player to notice or explore

Present a Challenge!
Lesson Description

Everyone loves a challenge! What's blocking the players path? A pit of lava? A crumbling bridge? Give the player something to overcome!

STORYTELLING TIP: Making the object feel part of the world, part of the story, makes it even more satisfying.

Related Resources:

How to Quickly Assemble a Level

Dreams Gameplay

Tutorial: Keyframes and Timelines

Present a Challenge!
Lesson Plan

Steps

- Create several platforms to jump to

- Using action recorder gadgets, animate some of the platforms falling

- Place trigger zones on the animated platforms

- Wire the trigger zones to the action recorder gadgets with R2

Set Up Your Story!
Lesson Description

Show the player where they need to get to from the start.

STORYTELLING TIP: You could experiment with multiple cameras and timelines to get it looking really pro!

Related Resources:

Tutorial: Cameras and Text

Set Up Your Story!
Lesson Plan

Steps

- Position the character where you want them to start

- Stamp a camera pointing at the goal with R2

- Stamp a camera where your character is

- Grab a timeline gadget and stamp it in the scene

- Put both cameras on the timeline

- In their tweak menus, adjust the transition times

N.B. – You might find using keyframes here useful

Endings
Lesson Description

How do we know we've got to where we needed to go? Let's add some animated effects.

STORYTELLING TIP: You could experiment with multiple cameras and timelines to get it looking really pro!

Related Resources:

Tutorial: Action and Possission Recorders

Tutorial: Cameras and Text

Cutscenes and Puppeteering

How to Create a Spiral Effect

Endings
Lesson Plan

Steps

- Stamp a camera next to our goal with R2

- Using the record possession gadget, animate your character walking up to the goal

- Stamp a trigger zone and wire it to the camera and record posession gadgets

- Add some whimsical animated stroke effects!

Playtime!
Lesson Description

It's time to play your level all the way through! Don't be afraid to go back and change things if you want – that's part of the fun!

STORYTELLING TIP: What happens next? Is this the end, or is it really.....only the beginning...?

Playtime!
Lesson Plan

Steps

Play your game!