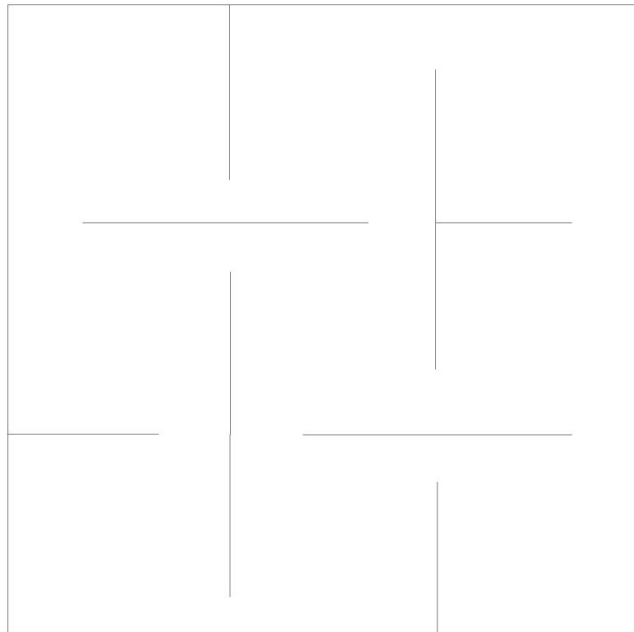
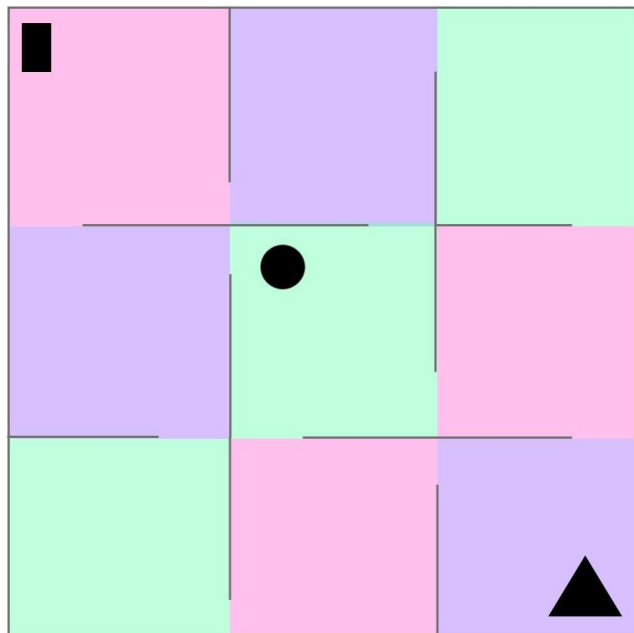


So here is a very low fidelity sketch of the world building

- Is the main character who we will play as
- Is the enemy
- ▲ Is the portal so that you can escape the dream world



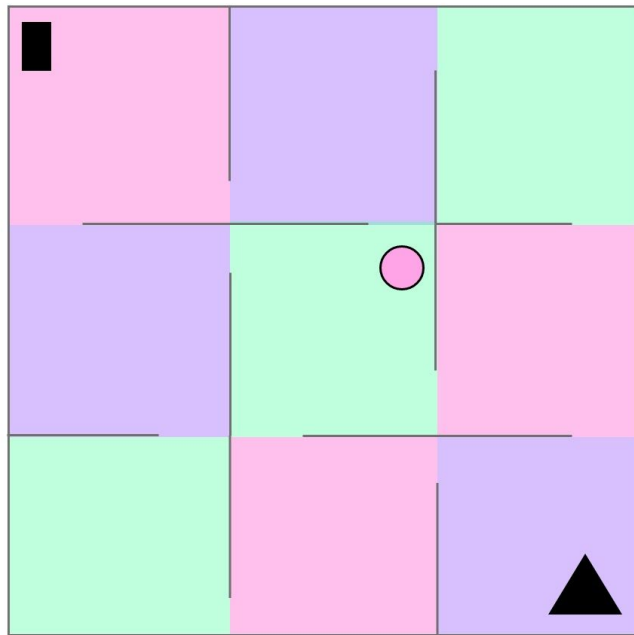
Each room is associate with 1 colour



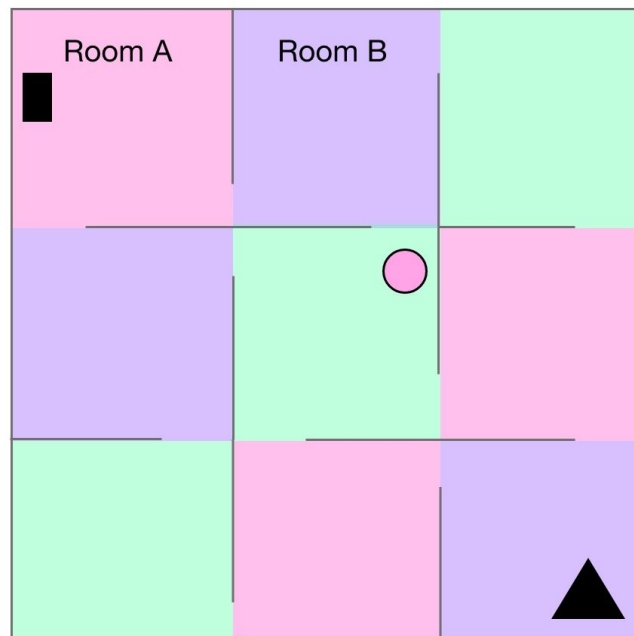
The enemies will also be associated with a color

The enemy will attack you in a room with a different color (compare to the one on their body)

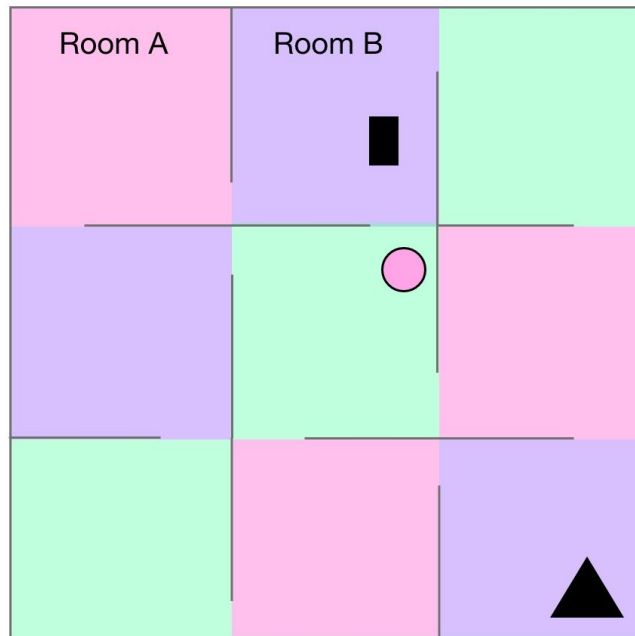
You must change the color of the room by finding a right route to go



Let us use an example.
So we have room A and room B



The character move from room A to room B in this picture

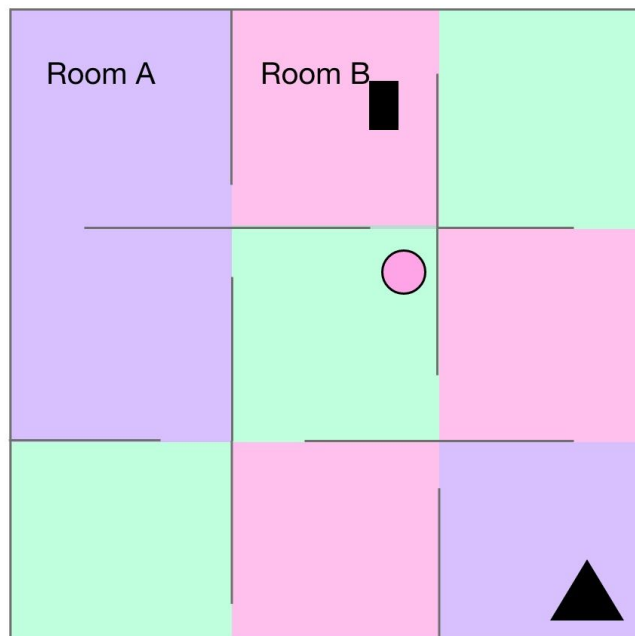


The color of the 2 rooms will AUTOMATICALLY switch

Room A (initially pink) is now blue

Room B (initially blue) is now pink

You have now successfully change the color of the world



Just like that, the character move to room C and the enemy won't attack you

