



# Dying Light: Rise and Shine

Version 1.0

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## Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Professor Stephens	9/27/2022

## Table of Contents

Table of Contents .....	2
Level Information .....	3
Quick Summary .....	3
Level Feature Overview .....	4
Level Map(s) .....	5
Overview Map .....	5
Floating Houses Part 1 .....	8
Floating Houses Part 2 .....	10
Blood Pool Area .....	12
Underground Connection .....	14
Catacomb Area .....	15
Top of the Island .....	17
New Skills/Gameplay Mechanics .....	18
Hook(s)/Gameplay Highlights .....	18
Context .....	19
Backstory .....	19
Aftermath .....	19
Development Schedule .....	19
Aesthetic References .....	20
Overall Aesthetics .....	20
References .....	21

# Level Design Document

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## Level Information

### Quick Summary

**“Rise and Shine”** is a single player standalone side quest in *Dying Light* [1]. The playtime is around 10 minutes. The quest takes places in a dream world, where the player starts at a floating house and finds things gradually become supernatural. Coming out of the house, the player is informed that one has to reach to the **top of a huge floating island** in order wake up from the dream. The level mainly focuses on **vertical traversal** and **supernatural aesthetics**. The player will parkour through floating ruins, blood pool, and catacomb to reach the top of the island.

## Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> <li>• <b>Early weapons</b> <ul style="list-style-type: none"> <li>○ Pipe (low-medium damage)</li> <li>○ Throwing star (x 80)</li> </ul> </li> <li>• <b>Quest weapon</b> <ul style="list-style-type: none"> <li>○ Sword (high damage)</li> </ul> </li> </ul>
	Player Skills/Abilities	<ul style="list-style-type: none"> <li>• Jump</li> <li>• Climb</li> <li>• Melee combat</li> <li>• Exploration</li> <li>• Activating pillars</li> </ul>
AI	Enemies	<ul style="list-style-type: none"> <li>• Biter (Melee)</li> <li>• Viral (Melee)</li> <li>• Goon (Melee)</li> </ul>
	Friendlys	<ul style="list-style-type: none"> <li>• None</li> </ul>
Challenges	Gameplay Themes	<ul style="list-style-type: none"> <li>• <b>Major</b> <ul style="list-style-type: none"> <li>○ Parkouring</li> <li>○ Pathfinding</li> <li>○ Activating obelisks</li> <li>○ Exploration</li> </ul> </li> <li>• <b>Minor</b> <ul style="list-style-type: none"> <li>○ Killing zombies</li> <li>○ Activating objectives</li> <li>○ Finding resources</li> </ul> </li> </ul>
	Obstacles/Hazards	<ul style="list-style-type: none"> <li>• Height</li> </ul>
Aesthetics	Setting (visual theme)	<ul style="list-style-type: none"> <li>• <b>Interior</b> <ul style="list-style-type: none"> <li>○ Dark, creepy, supernatural</li> <li>○ Use standard house assets</li> </ul> </li> <li>• <b>Exterior</b> <ul style="list-style-type: none"> <li>○ Floating islands, big rocks, ruins, floating objects</li> <li>○ Use catacomb, castle, and rock assets</li> </ul> </li> </ul>

# Level Map(s)

## Overview Map

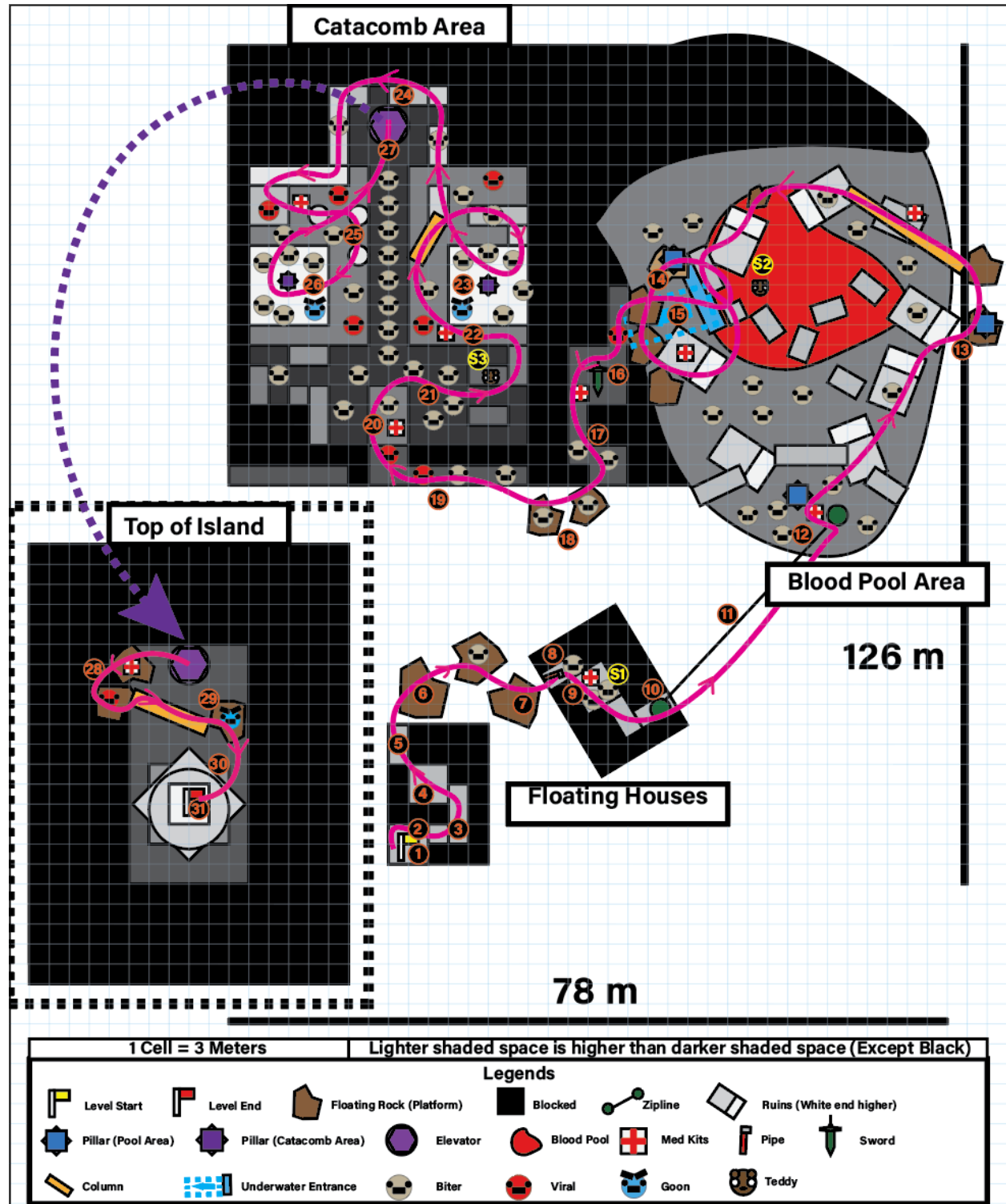


Figure 1: Overview Map. [2]

Map Label	Gameplay Summary
0	<ul style="list-style-type: none"> <li>The player interacts with the bed to start the quest</li> </ul>
1	<ul style="list-style-type: none"> <li>The player “wakes up” in a bedroom (The player is in a dream)</li> </ul>
2	<ul style="list-style-type: none"> <li>The player finds the door is locked</li> <li>Where the player turns back, objects start floating</li> <li>The player finds the floating <b>keycard</b> and exit the room</li> </ul>
3	<ul style="list-style-type: none"> <li>The player enters the hallway</li> <li>As the player approaches to the open door, the door closes, and a door on the side opens</li> </ul>
4	<ul style="list-style-type: none"> <li>The player follows the open door and reaches the living room</li> <li>The living room is turned upside down</li> </ul>
5	<ul style="list-style-type: none"> <li>When the player leaves the living room and reaches the end of the hallway, the exit door suddenly opens</li> <li>The player realizes it’s dark outside and the house is floating and surrounded by floating rocks</li> <li>In the front, the player finds a giant floating island with some ruin-like environment and a tower/dome on top (lit by some lights)</li> <li>The player hears a voice to reach the top of the tower/dome on that island to wake up from the dream</li> </ul>
6	<ul style="list-style-type: none"> <li>The player starts to make path to the giant island</li> <li>The player drops down to floating rocks</li> <li>There is a <b>biter</b> on one of the rocks (Biter Introduction)</li> </ul>
7	<ul style="list-style-type: none"> <li>The player walks through the rocks</li> <li>The last piece of rock leads to the window of another floating house (tilted)</li> </ul>
8	<ul style="list-style-type: none"> <li>Entering the house, there is another <b>biter</b> on the way</li> <li>The player sees a floating <b>pipe</b> in front a bunch of <b>throwing stars (x80)</b></li> <li>The player grabs the weapon and take down the <b>biter</b></li> </ul>
9	<ul style="list-style-type: none"> <li>Entering the kitchen area of the house, the player finds <b>2 more biters</b></li> <li>After taking them down, the player can find plenty med kits and other resources before moving forward</li> </ul>
S1	<ul style="list-style-type: none"> <li>This is the <b>start of side quest</b></li> <li>In the kitchen area, the player finding a floating note</li> <li>Upon reading the note(diary), the player learns that a child lost his pair of teddy bears <ul style="list-style-type: none"> <li>The words hint that one locates at the bottom of a lake while the other is inside a coffin</li> </ul> </li> </ul>
10	<ul style="list-style-type: none"> <li>The player passes a hallway full of doors on the walls</li> <li>The player climbs up on the opening of the top to stand on top of the house</li> <li>The player finds a zipline connecting the house and the floating island</li> </ul>
11	<ul style="list-style-type: none"> <li>The player takes the zipline to reach the pool area of the island</li> </ul>
12	<ul style="list-style-type: none"> <li>The player lands at a place surrounded by <b>5 biters</b></li> <li>The player sees interactable pillar</li> <li>The player hears the voice that all <b>3 pillars</b> in the area need to be light up in order to show the path</li> <li>The player lights up <b>first pillar</b> nearby</li> <li>Every time a pillar is light up, the sky becomes brighter (the sky’s default is night)</li> </ul>
13	<ul style="list-style-type: none"> <li>The player parkour around the ruins and floating islands while avoiding biters to reach the <b>second pillar</b></li> <li>The player lights up the <b>second pillar</b></li> </ul>

14	<ul style="list-style-type: none"> <li>The player may choose any path to parkour to the <b>last pillar</b></li> <li>The player lights up the <b>last pillar</b></li> <li>After all pillars are light up, the blood pool will be drained, <b>showing the path forward</b></li> </ul>
S2	<ul style="list-style-type: none"> <li>As the blood pool is drained, <b>a lost teddy</b> is shown at the bottom of the pool, the player will pick it up to further the progress of the side quest</li> </ul>
15	<ul style="list-style-type: none"> <li>The player enters the underground catacomb-like environment</li> <li>The player will meet a <b>viral</b> (Viral Introduction)</li> </ul>
16	<ul style="list-style-type: none"> <li>After escaping from or defeating the <b>viral</b>, the player finds a sword stuck in the ground</li> <li>The player lifts and takes the <b>sword</b></li> </ul>
17	<ul style="list-style-type: none"> <li>The player uses sword to kill <b>a few biters</b> while passing by (Sword Introduction)</li> </ul>
18	<ul style="list-style-type: none"> <li>The player finds the end of the cave leads to a dead end except some floating rocks below with <b>a few biters</b></li> <li>The player jumps down to the rocks and takes down the <b>biters</b></li> </ul>
19	<ul style="list-style-type: none"> <li>Through the rocks, the player loops to the outer corridor part of the area and rampage through the <b>biters</b> and <b>2 virals</b> with sword</li> </ul>
20	<ul style="list-style-type: none"> <li>Entering the catacomb area, the player sees a giant round <b>elevator</b>, and sees <b>a pair of pillars</b> on each side that need to be activated</li> <li>The player needs to find paths to reach to both pillars as they are both at higher places</li> </ul>
21	<ul style="list-style-type: none"> <li>After observing, the player will drop down to the ground level filled with biters.</li> <li>The player will use objects (coffins/pillars) on the ground, to reach the higher level on the right</li> </ul>
S3	<ul style="list-style-type: none"> <li>When checking out the coffins, the player will find the <b>second Teddy bear</b></li> <li>If both Teddy bears are collected, the side quest will be <b>completed</b></li> </ul>
22	<ul style="list-style-type: none"> <li>After taking care of <b>more biters and virals</b>, the player walks up on a broken column to jump across to a higher platform connecting to the place with the <b>pillar</b></li> </ul>
23	<ul style="list-style-type: none"> <li>At the place with <b>pillar</b>, the player faces a <b>goon</b> (goon introduction) and <b>several biters</b></li> <li>The player will take them down or kill enough of them so that there is enough time to activate the pillar</li> </ul>
24	<ul style="list-style-type: none"> <li>After activating the <b>first pillar</b>, the player can climb up the higher structures around the <b>elevator</b> on the back to reach the platform on the left side (or right if activated left pillar first)</li> <li>There are <b>a few biters</b> on the narrow spaces</li> </ul>
25	<ul style="list-style-type: none"> <li>After reaching the other side, the player will jump and hug the round columns to move across</li> </ul>
26	<ul style="list-style-type: none"> <li>After 3 columns, the player can jump to the platform with the <b>pillar</b> with <b>several biters</b> and <b>a goon</b></li> </ul>
27	<ul style="list-style-type: none"> <li>After clearing the enemies and activating the <b>pillar</b>, the lights around the <b>elevator</b> will be lit</li> <li>The player takes the <b>elevator</b> up to the exterior (below the floating dome)</li> </ul>
28	<ul style="list-style-type: none"> <li>The player climbs up to the floating rocks and take down the <b>viral</b></li> </ul>
29	<ul style="list-style-type: none"> <li>Moving through a broken column, the player could either take down or pass through the <b>goon</b></li> </ul>
30	<ul style="list-style-type: none"> <li>The player continues the climb and reaches to the dome</li> </ul>
31	<ul style="list-style-type: none"> <li>The player finds a bed at the top of the dome</li> <li>The player interacts with the bed</li> </ul>
-	<ul style="list-style-type: none"> <li>The quest is <b>completed</b>, and the player wakes up and return to the bed at the start of the quest (the bed that started the quest)</li> </ul>

Floating Houses Part 1

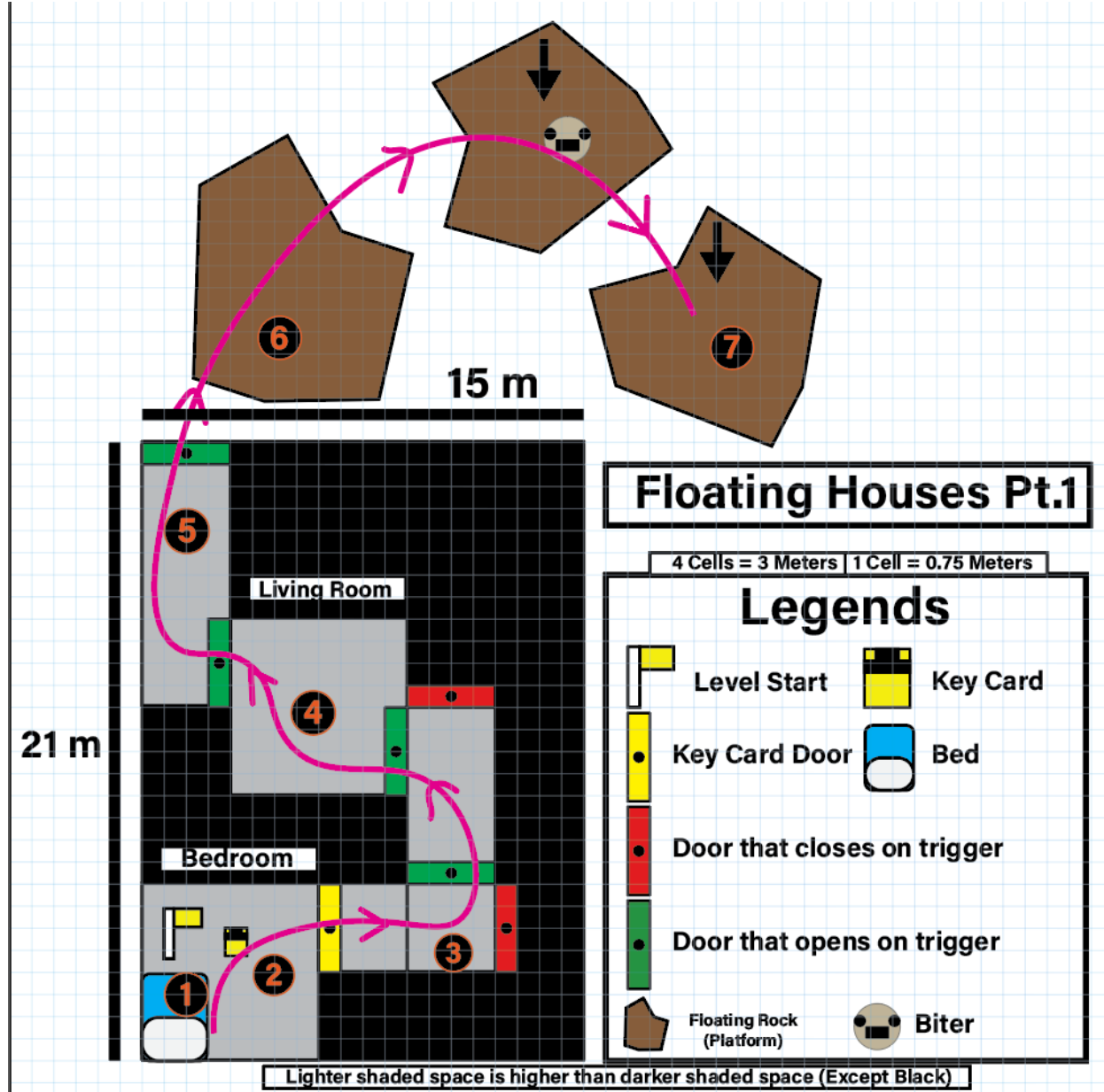


Figure 2: Section Map - Floating Houses Part 1. [2]

Map Label	Section Breakdown
0	<ul style="list-style-type: none"> <li>The player interacts with the bed to start the quest</li> </ul>
1	<ul style="list-style-type: none"> <li>The player "wakes up" in a bedroom (The player is in a dream)</li> </ul>
2	<ul style="list-style-type: none"> <li>The player finds the door is locked</li> <li>Where the player turns back, objects start floating</li> <li>The player finds the floating <b>keycard</b> and exit the room</li> </ul>
3	<ul style="list-style-type: none"> <li>The player enters the hallway</li> <li>As the player approaches to the open door, the door closes, and a door on the side opens</li> </ul>



4	<ul style="list-style-type: none"><li>• The player follows the open door and reaches the living room</li><li>• The living room is turned upside down</li></ul>
5	<ul style="list-style-type: none"><li>• When the player leaves the living room and reaches the end of the hallway, the exit door suddenly opens</li><li>• The player realizes it's dark outside and the house is floating and surrounded by floating rocks</li><li>• In the front, the player finds a giant floating island with some ruin-like environment and a tower/dome on top (lit by some lights)</li><li>• The player hears a voice to reach the top of the tower/dome on that island to wake up from the dream</li></ul>
6	<ul style="list-style-type: none"><li>• The player starts to make path to the giant island</li><li>• The player drops down to floating rocks</li><li>• There is a <b>biter</b> on one of the rocks (Biter Introduction)</li></ul>
7	<ul style="list-style-type: none"><li>• The player walks through the rocks</li><li>• The last piece of rock leads to the window of another floating house (tilted)</li></ul>

Floating Houses Part 2

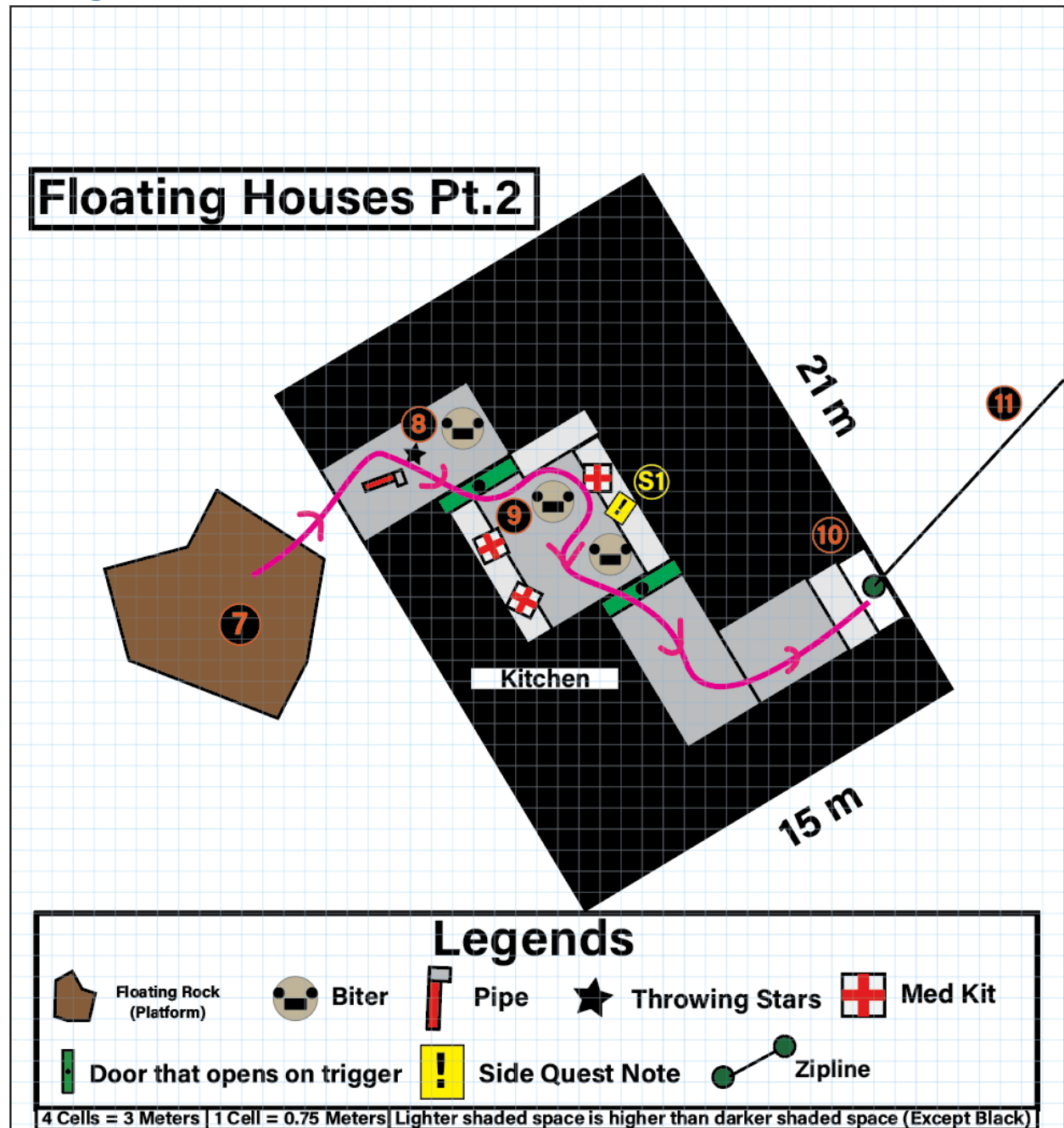


Figure 3: Section Map - Floating Houses Part 2. [2]

Map Label	Section Breakdown
8	<ul style="list-style-type: none"> <li>Entering the house, there is another <b>biter</b> on the way</li> <li>The player sees a floating <b>pipe</b> in front a bunch of <b>throwing stars (x80)</b></li> <li>The player grabs the weapon and take down the <b>biter</b></li> </ul>
9	<ul style="list-style-type: none"> <li>Entering the kitchen area of the house, the player finds <b>2 more biters</b></li> </ul>

	<ul style="list-style-type: none"><li>• After taking them down, the player can find plenty med kits and other resources before moving forward</li></ul>
<b>S1</b>	<ul style="list-style-type: none"><li>• This is the <b>start of side quest</b></li><li>• In the kitchen area, the player finding a floating note</li><li>• Upon reading the note(diary), the player learns that a child lost his pair of teddy bears</li><li>• The words hint that one locates at the bottom of a lake while the other is inside a coffin</li></ul>
<b>10</b>	<ul style="list-style-type: none"><li>• The player passes a hallway full of doors on the walls</li><li>• The player climbs up on the opening of the top to stand on top of the house</li><li>• The player finds a zipline connecting the house and the floating island</li></ul>
<b>11</b>	<ul style="list-style-type: none"><li>• The player takes the zipline to reach the pool area of the island</li></ul>

### Blood Pool Area

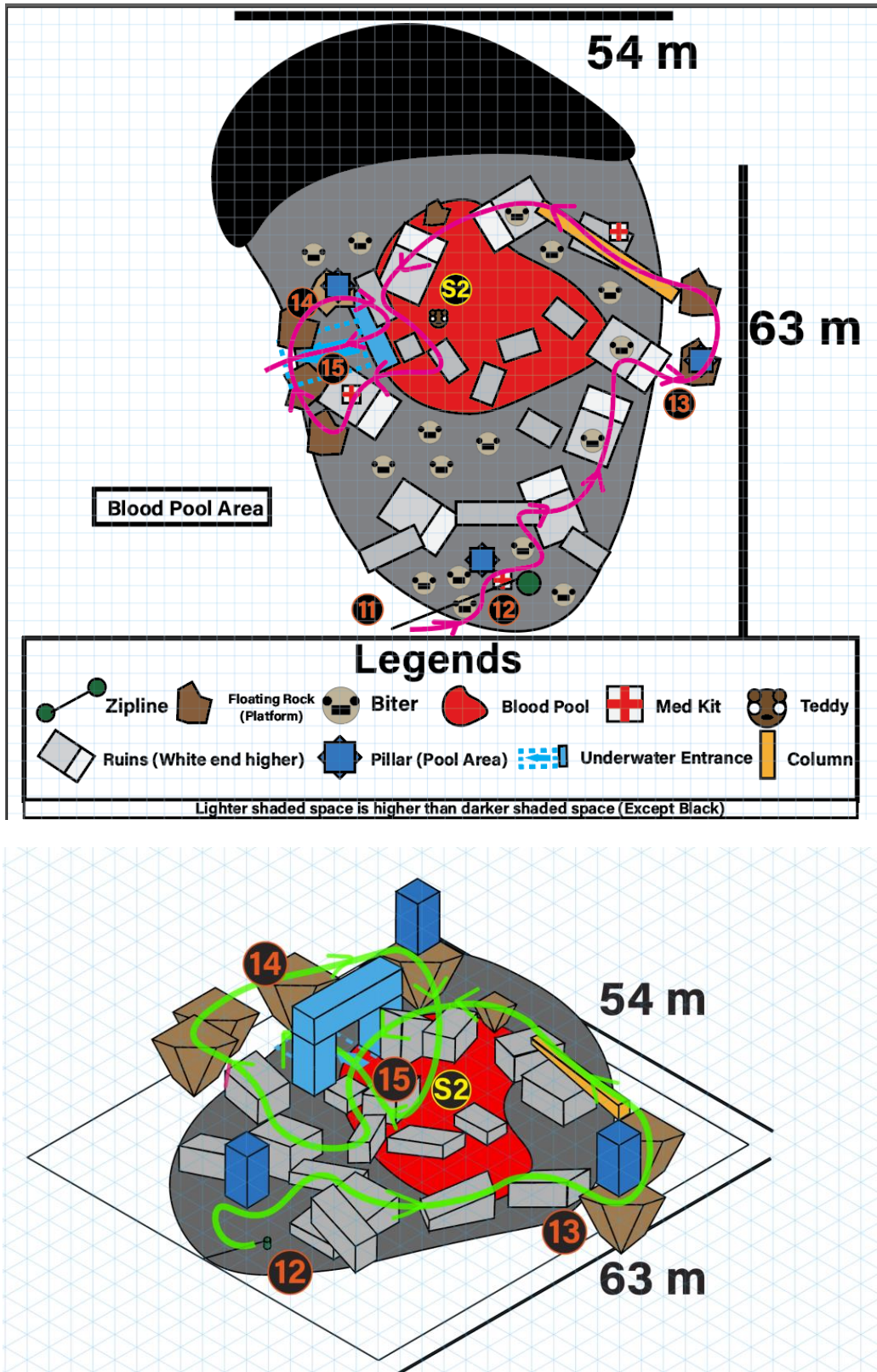


Figure 4: Section Map – Blood Pool Area. [2]

Map Label	Section Breakdown
12	<ul style="list-style-type: none"><li>• The player lands at a place surrounded by <b>5 biters</b></li><li>• The player sees interactable pillar</li><li>• The player hears the voice that all <b>3 pillars</b> in the area need to be light up in order to show the path</li><li>• The player lights up <b>first pillar</b> nearby</li><li>• Every time a pillar is light up, the sky becomes brighter (the sky's default is night)</li></ul>
13	<ul style="list-style-type: none"><li>• The player parkour around the ruins and floating islands while avoiding biters to reach the <b>second pillar</b></li><li>• The player lights up the <b>second pillar</b></li></ul>
14	<ul style="list-style-type: none"><li>• The player may choose any path to parkour to the <b>last pillar</b></li><li>• The player lights up the <b>last pillar</b></li><li>• After all pillars are light up, the blood pool will be drained, <b>showing the path forward</b></li></ul>
S2	<ul style="list-style-type: none"><li>• As the blood pool is drained, <b>a lost teddy</b> is shown at the bottom of the pool, the player will pick it up to further the progress of the side quest</li></ul>

## Underground Connection

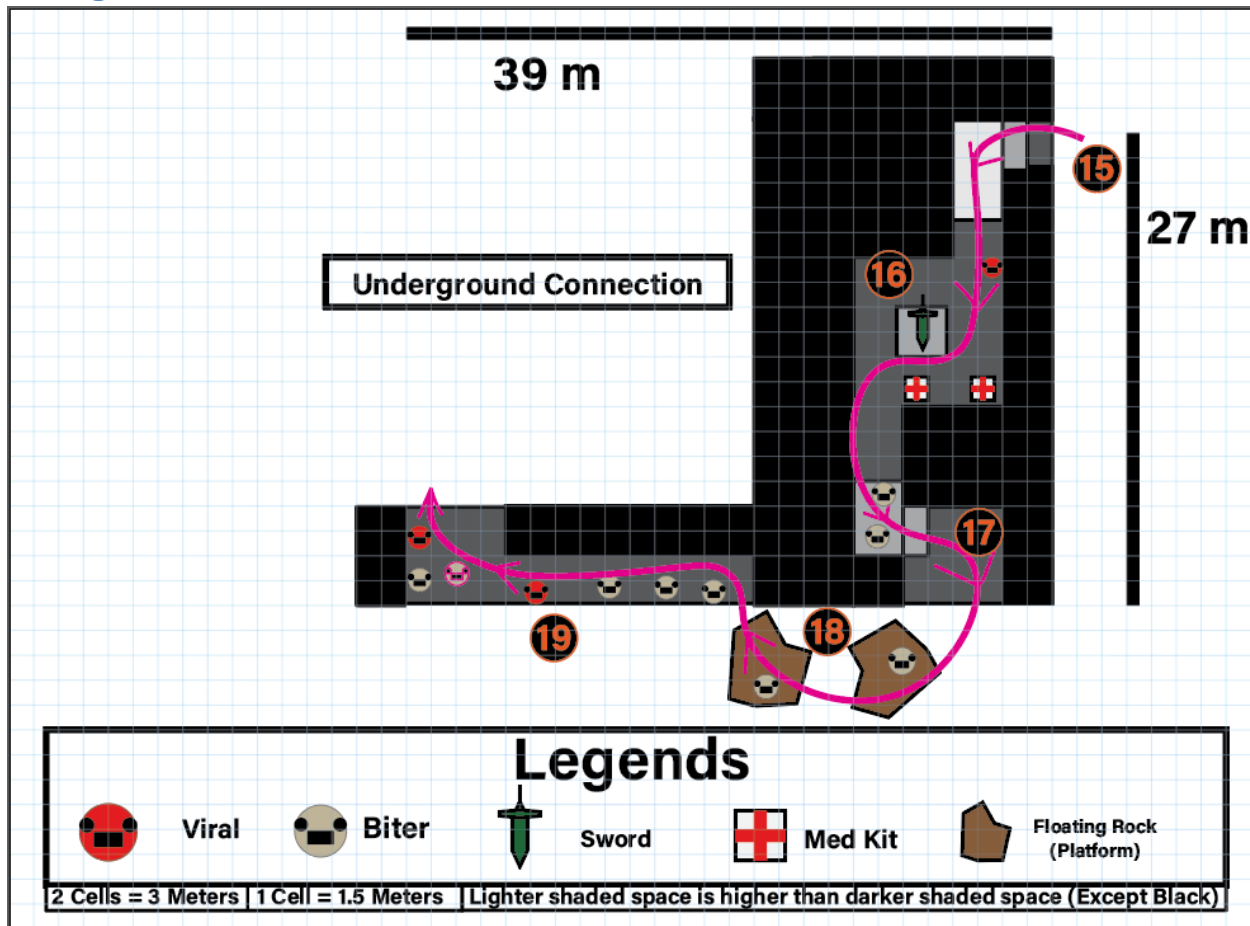


Figure 5: Section Map – Underground Connection. [2]

Map Label	Section Breakdown
15	<ul style="list-style-type: none"> <li>The player enters the underground catacomb-like environment</li> <li>The player will meet a <b>viral</b> (Viral Introduction)</li> </ul>
16	<ul style="list-style-type: none"> <li>After escaping from or defeating the <b>viral</b>, the player finds a sword stuck in the ground</li> <li>The player lifts and takes the <b>sword</b></li> </ul>
17	<ul style="list-style-type: none"> <li>The player uses sword to kill <b>a few biters</b> while passing by (Sword Introduction)</li> </ul>
18	<ul style="list-style-type: none"> <li>The player finds the end of the cave leads to a dead end except some floating rocks below with <b>a few biters</b></li> <li>The player jumps down to the rocks and takes down the <b>biters</b></li> </ul>
19	<ul style="list-style-type: none"> <li>Through the rocks, the player loops to the outer corridor part of the area and rampage through the <b>biters</b> and <b>2 virals</b> with sword</li> </ul>

### Catacomb Area

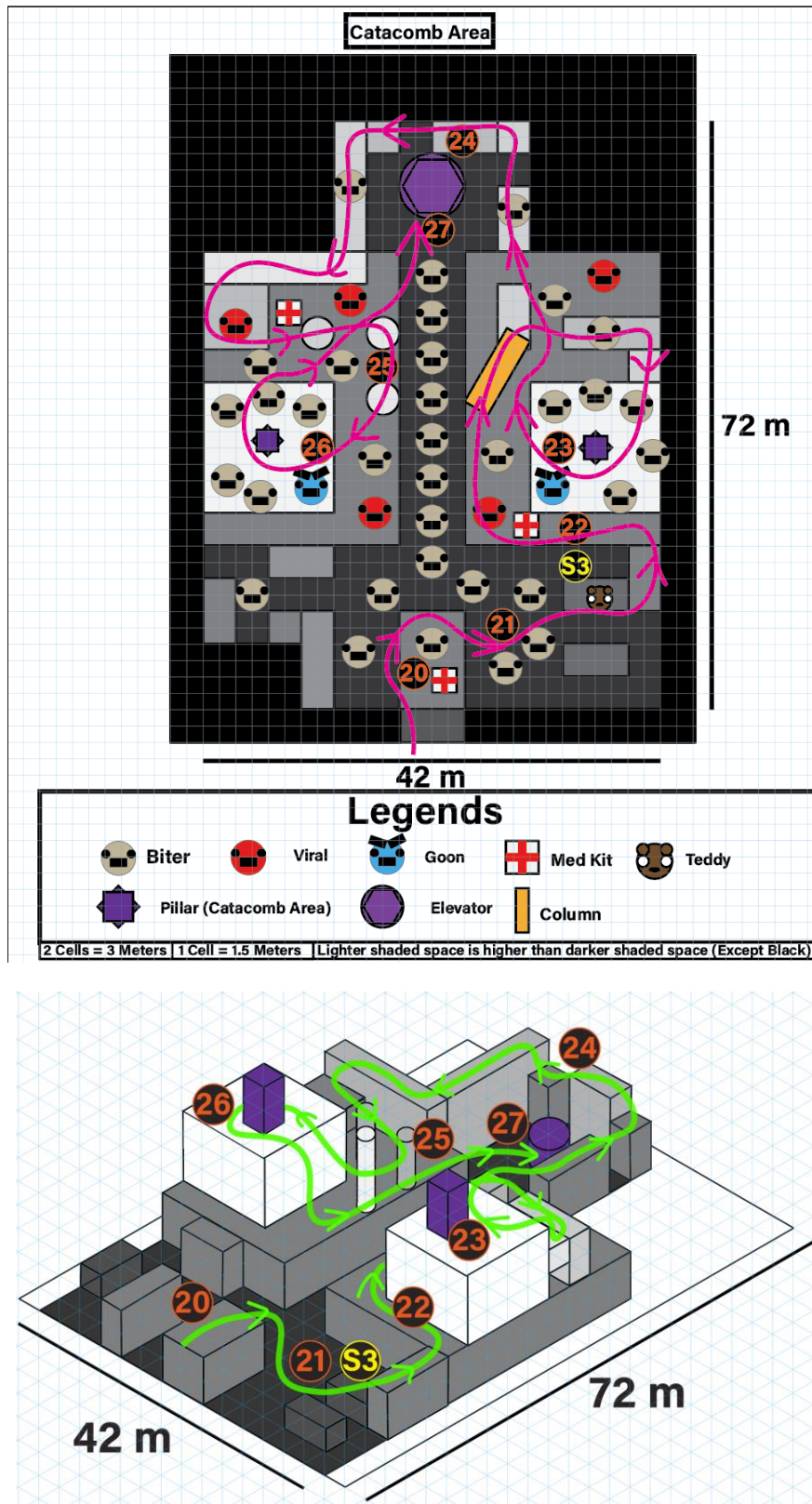


Figure 6: Section Map – Catacomb Area. [2]

Map Label	Section Breakdown
20	<ul style="list-style-type: none"> <li>Entering the catacomb area, the player sees a giant round <b>elevator</b>, and sees <b>a pair of pillars</b> on each side that need to be activated</li> <li>The player needs to find paths to reach to both pillars as they are both at higher places</li> </ul>
21	<ul style="list-style-type: none"> <li>After observing, the player will drop down to the ground level filled with biters.</li> <li>The player will use objects (coffins/pillars) on the ground, to reach the higher level on the right</li> </ul>
S3	<ul style="list-style-type: none"> <li>When checking out the coffins, the player will find the <b>second Teddy bear</b></li> <li>If both Teddy bears are collected, the side quest will be <b>completed</b></li> </ul>
22	<ul style="list-style-type: none"> <li>After taking care of <b>more biters and virals</b>, the player walks up on a broken column to jump across to a higher platform connecting to the place with the <b>pillar</b></li> </ul>
23	<ul style="list-style-type: none"> <li>At the place with <b>pillar</b>, the player faces a <b>goon</b> (goon introduction) and <b>several biters</b></li> <li>The player will take them down or kill enough of them so that there is enough time to activate the pillar</li> </ul>
24	<ul style="list-style-type: none"> <li>After activating the <b>first pillar</b>, the player can climb up the higher structures around the <b>elevator</b> on the back to reach the platform on the left side (or right if activated left pillar first)</li> <li>There are <b>a few biters</b> on the narrow spaces</li> </ul>
25	<ul style="list-style-type: none"> <li>After reaching the other side, the player will jump and hug the round columns to move across</li> </ul>
26	<ul style="list-style-type: none"> <li>After 3 columns, the player can jump to the platform with the <b>pillar</b> with <b>several biters</b> and <b>a goon</b></li> </ul>
27	<ul style="list-style-type: none"> <li>After clearing the enemies and activating the <b>pillar</b>, the lights around the <b>elevator</b> will be lit</li> <li>The player takes the <b>elevator</b> up to the exterior (below the floating dome)</li> </ul>



## Top of the Island

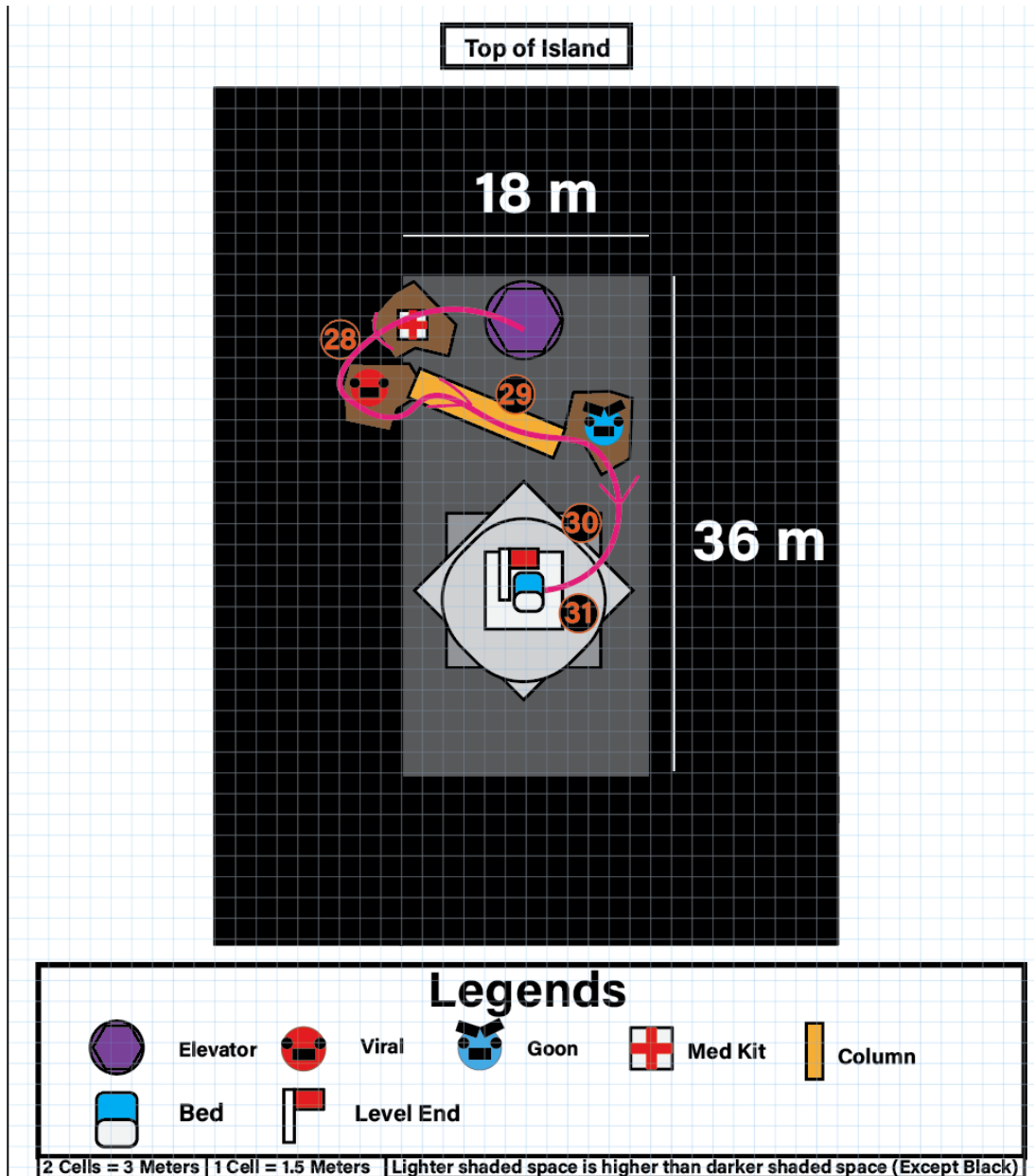


Figure 7: Section Map – Top of the Island. [2]

Map Label	Section Breakdown
28	<ul style="list-style-type: none"> <li>The player climbs up to the floating rocks and take down the <b>viral</b></li> </ul>
29	<ul style="list-style-type: none"> <li>Moving through a broken column, the player could either take down or pass through the <b>goon</b></li> </ul>
30	<ul style="list-style-type: none"> <li>The player continues the climb and reaches to the dome</li> </ul>
31	<ul style="list-style-type: none"> <li>The player finds a bed at the top of the dome</li> <li>The player interacts with the bed</li> </ul>
-	<ul style="list-style-type: none"> <li>The quest is <b>completed</b>, and the player wakes up and return to the bed at the start of the quest (the bed that started the quest)</li> </ul>

## New Skills/Gameplay Mechanics

- **Pillars**
  - The player will interact with pillar to light it up to unlock the path forward
  - They look unique from the rest of the environment and can be seen from far away
  - There are 2 sets of obelisks in the level that needs to be interact with
    - **Pool Area**
      - There are 3 in total
      - After each is light up the water level drop and the sky become brighter (from night to dawn)
      - After all 3 are activated, the entrance to the catacomb will be shown
    - **Catacomb Area**
      - There are 2 in total
      - After each is light up, the corresponding part of the elevator room will also light up
      - After both are activated, the elevator is activated

## Hook(s)/Gameplay Highlights

- **Unique Aesthetics**
  - The entire level takes place in a dreamscape, allowing some supernatural events and environment to exist
  - Each section of the level has a somewhat distinct looks, the player starts in a house, then floating ruins, blood pools, catacomb, and tower/dome. However, all of them are united by the supernatural elements such as floating rocks
  - There are scripted events like changing the time of day, draining a pool, and an elevator ride, creating a sense of wonder in the player
  - There are fragmental narrative pieces for the player to explore
- **Vertical Spaces**
  - The houses and the islands are floating, giving great chances for vertical gameplay
  - The player will climb up and drop down on floating rocks
  - Height is used as a lock, encouraging the player to explore and find path
  - The player will find path and climb up to a high point at the top of the floating island
  - Virals can jump between vertical spaces to create interesting gameplay
  - Height creates a sense of tension in the player

## Context

- **“Rise and Shine”** is a single player standalone side quest in *Dying Light*
- The quest starts as the player interacts with a bed
- The quest takes places in a dream world, where the player starts at a floating house and finds things gradually become supernatural. Coming out of the house, the player is informed that one has to reach to the **top of a huge floating island** in order wake up from the dream
- The level has a heavy emphasis on **vertical traversal** and **supernatural aesthetics**. The player will parkour through floating ruins, blood pool, and catacomb to reach the top of the island

## Backstory

- **Main quest**
  - Crane is tired from a day of work as he tries to survive from the zombies and went to bed to relax
- **Side quest**
  - In Crane’s strange dream, a kid lost his pair of teddies in this strange world

## Aftermath

- Crane wakes up from the dream and continues the routine jobs of survival

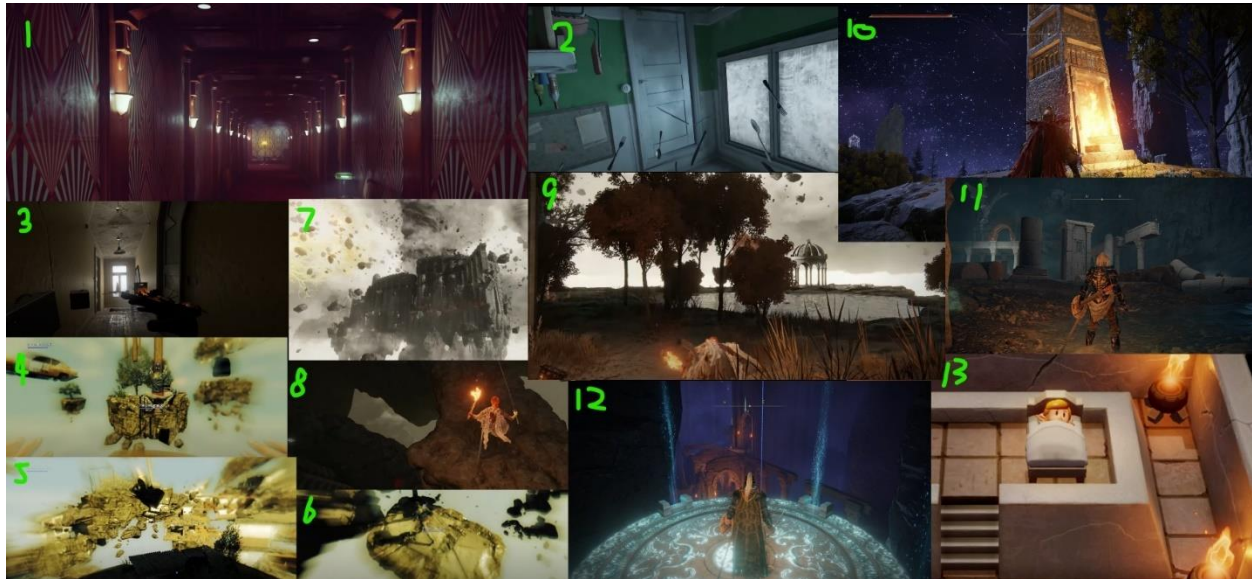
## Development Schedule

Deliverables	Date
Whitebox	10/4/2022
Initial Gameplay	10/25/2022
Gameplay Complete	11/8/2022
Aesthetics	11/22/2022
RTM	12/13/2022

## Aesthetic References

### Overall Aesthetics

- **Interior** spaces at the start of the level should be relatively dark and have some creepy and supernatural elements
  - The level start at a night setting, but the sky will gradually light up as the pillars light up
    - The color of the sky will be similar to that of the hallucination part of the museum quest in *Dying Light*
  - Most models used here should be from standard house assets
- **Exterior** spaces should contain floating islands, big rocks, ruins, floating objects
  - The first area should have a blood pool
  - The underground area should mostly use catacomb, castle, and rock assets
    - Potential assets include coffins, columns, arches, statues



1. Interior creepy hallway for interior [3]
2. Floating objects and upside-down house for interior [4]
3. Supernatural hallway and floating objects [4]
4. Floating rocks for parkour [5]
5. Floating rocks for parkour [5]
6. Floating rocks for parkour [5]
7. Overall long-distance view of the floating island [6]
8. Dropping down rocks for parkouring [7]
9. Pool area and dome [7]
10. Pillar to light up [8]
11. Ruins/Broken columns [9]
12. Circular platform elevator [10]
13. Bed at the dome on the top of the island [11]

## References

- [Cover Image] Level Skip. Accessed on: Sep. 25, 2022. [Online]. Available: <https://levelskip.com/rpgs/Guide-to-Crumbling-Farum-Azula-in-Elden-Ring>
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