Reminiscence archipelago

Players can play on infinite procedural-generated islands

Intentions :

- Player plays the game for as long as possible
- Player have a constant motivation to continue playing
- Ever-changing playing environment (with procedural)
- Game autonomy (does not need updates to add content)

Player interest : play indefinitely after dream mode is cleared

- Unlocks after all Dream chapters are completed
- Island is accessible from 6th world map page of Dream (same as Atlantis)
- Island is open at all times and changes only when latest island is 100% cleared
- Modifiers will change at the same time as the island

- Uses Dream mode items
- Uses semi-procedural island generation so island is different each time (biome and LD will change)
- When 5 islands are cleared, player gains prestige badges (ref: Jetpack Joyride) (requires Player ID card feature)