



A screenshot of Coffee Talk

Dreams and Coffee Talk

Dreams and Coffee Talk are two new video games, both released earlier this year. In Dreams, there is a game engine where the player commands a little goblin who controls the game's interface, such as the cursor. It can also create and handle the objects and characters by taking hold of them or pulling them to different directions. The player can modify the goblin too. Players can choose four different methods to participate: Dream Surfing, Dream Shaping, Homespace Editor and Community Jam. The first one is an ordinary play section where you can choose among games, assets, art and music created by other players. You can also rate, give feedback and approval on a game or content and recommend them to your friends. Dream Shaping is the part where you can design your own games by painting, sculpting, making music as well as animations and link them all together. You can publish your creations online for other players to see and use, but you can also let other players modify them to build their own dreams. The levels in Dreams are built of scenes which are connected by several gateways. The central hub of the game is the Homespace Editor where you can modify and make the game more personal by adding objects. Community Jam is for creating competitions and other players can vote for their favourites. Dreams is developed by Media Molecule, the same company that made LittleBigPlanet and Tearaway. The company writes on its website that Dreams is an extraordinary, ever-expanding game universe and a digital playground where anything is possible.

Coffee Talk is very different from Dreams. It is actually a visual novel, an interactive literary piece with a text-based story and anime style characters. The original idea of visual novels comes from Japan. In Coffee Talk the story follows a barista in a coffee shop in fantasy version of Seattle, Washington, which is populated by elves, orcs, mermaids, vampires, werewolves and all sorts of imaginary characters as well as human beings. The shop is only open at night and there are few customers, but a lot of conversation. Coffee Talk's gameplay consists much of reading the dialogue when the barista listens to the customers' problems while making their drinks. The conversation is sometimes interrupted by minigames when the player makes the drinks customers order using the ingredients in the coffee shop. This is the only real interactive part in the game. Some drinks allow you to make *latte art* of finely textured milk used for making espresso. The drinks you make can influence the plot and you are given a smartphone so that you can check social media profiles of the characters, browse news or drink recipes and change the music playing in the background. Coffee Talk is like a book, you can leave it and pick it up again whenever you like and play at your own speed. It is developed by an Indonesian studio named Toge Productions who tell that it was inspired by calm feelings of drinking warm drinks on a cold, rainy night. The company writes that the game is about listening to people's problems and tries to depict our lives as humanly as possible with characters which are more than just human beings.

Read the text above and write questions to the answers below, please.

1. You can create your own content or use content that other players have made to create your own game.
2. It is the central hub of the game where you can make the game more personal.
3. You control a goblin, who controls the game's interface and creates and handles objects.
4. It lets the players use their imagination when they create their own games.
5. You can create competitions and vote for your favourites.
6. Players follow a barista in a coffee shop that is only open at night.
7. It is a visual novel with a text-based story and anime style characters.
8. It is made by using finely textured milk.
9. Some are imaginary characters, others are human beings.
10. The barista listens to the characters' problems while making their drinks.



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