# HIGH CONCEPT

hello

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**SINGLEPLAYER ISOMETRIC TIME MANIPULATION GAME, BRIEF SYNOPSIS HERE**

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MAIN MECHANICS

# MAIN MECHANICS

## **TIME MANIPULATION**

* When the player receives damage, their movement speed increases
  + furthermore, attacking speed will be increased.
    - Upside being a risk reward system
    - Downside being counterintuitive as players will want to be at lower health where they would be nearly invulnerable.
      * Could be solved with health increasing over time, returning the game speed back to normal.
    - May make movement difficult to control, especially if
  + The environment, including enemies, stays at the same speed as before.
    - Upside being easier scope

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