Design - Beginner's Guide

- **Things to learn：**
    - **Basic Time Mechanism:**
        - **Move to control the time flow**
        - **Basic indicator of time status** → **Level 1**
        - **The concept of time energy bar**
    - **Time Control Methods:**
        - **Mouse Wheel(Magic Wand)**
            - **Acceleration**
            - **Deceleration** → **Level 1**
            - **Reverse** → **Level 2**
        - **Magic Area(Magic Ring)**
    - **Potion**
    - **Throwable Objects** → **Level 2**

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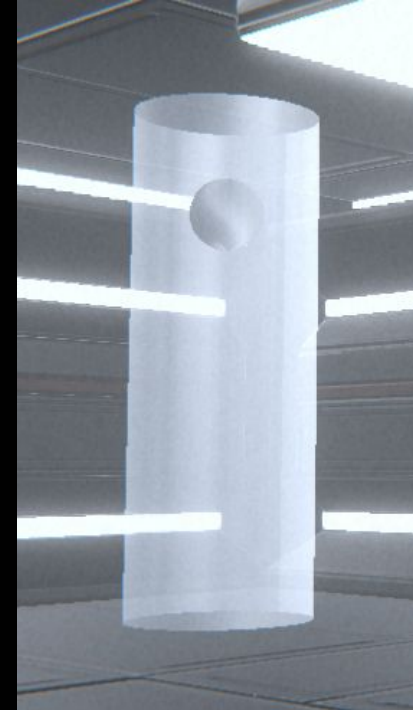
A free-falling sphere to indicate the passage of time in the game, used to guide the player to gradually understand the time mechanism of this game.

After the player picks up the wand, the sphere only falls when the player moves, and if the player is stationary, the sphere is also forbidden. Symbolizes that only when the player moves time will pass.
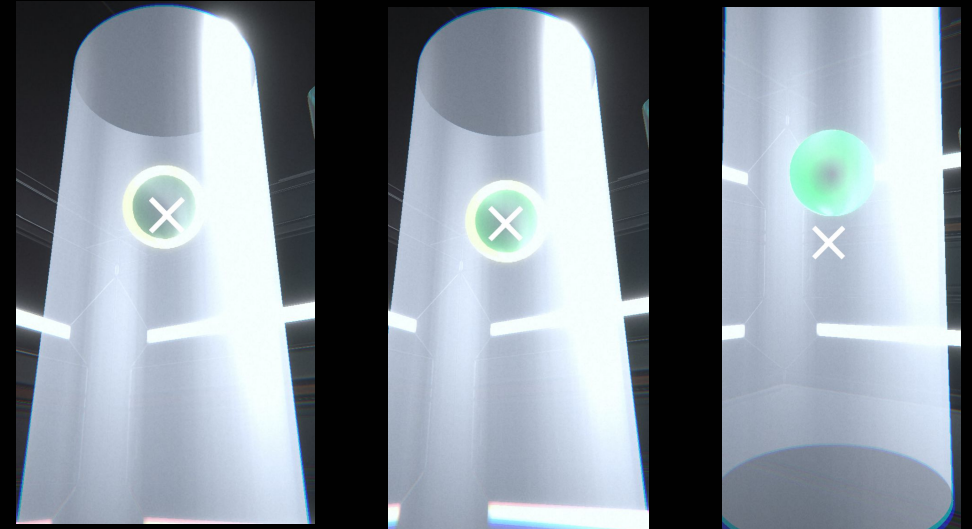
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Selected

Unselected
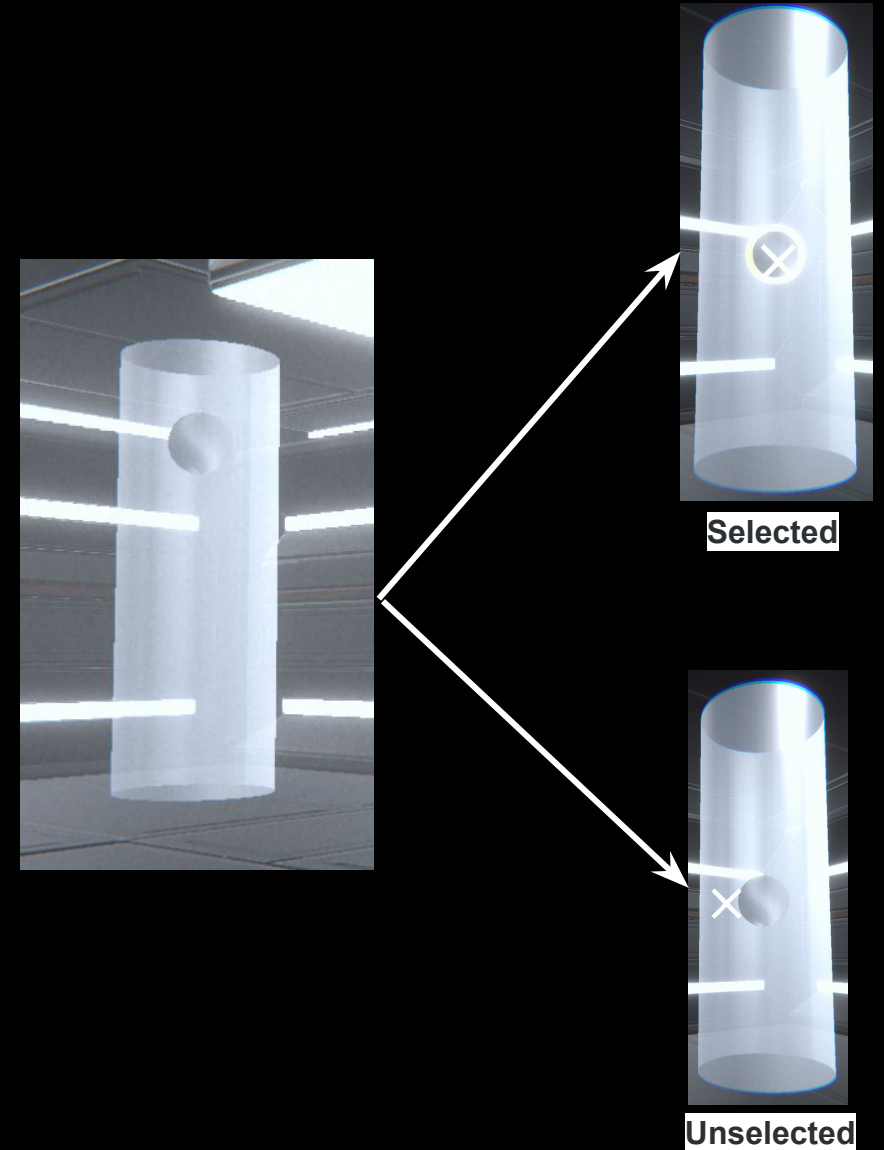
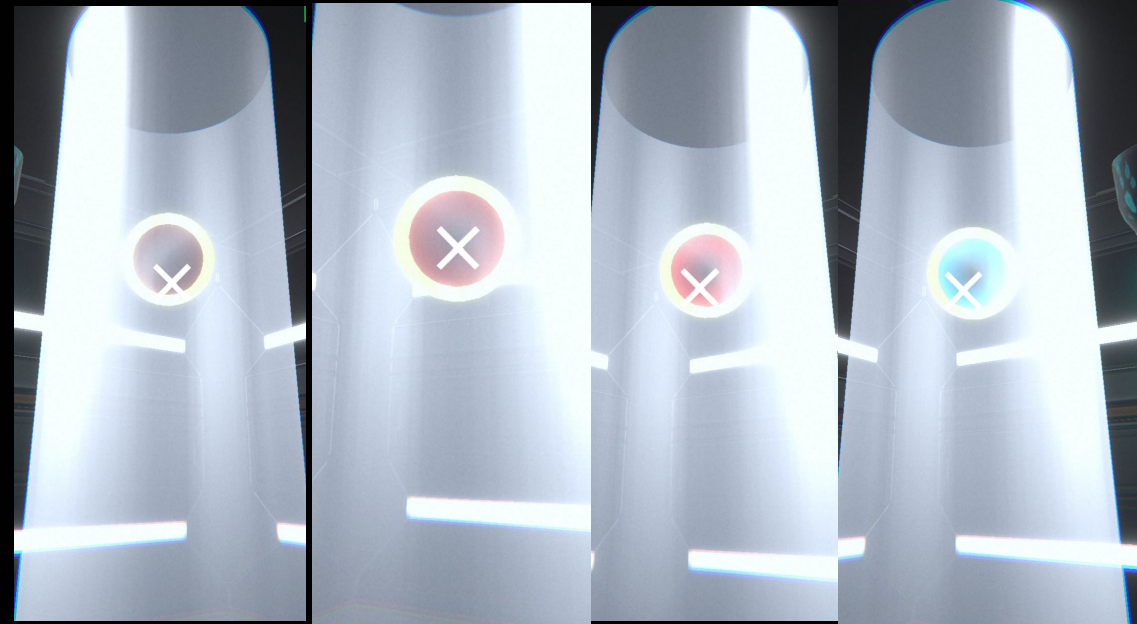# Design - Beginner's Guide

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Different acceleration levels, the darker the color, the faster the speed
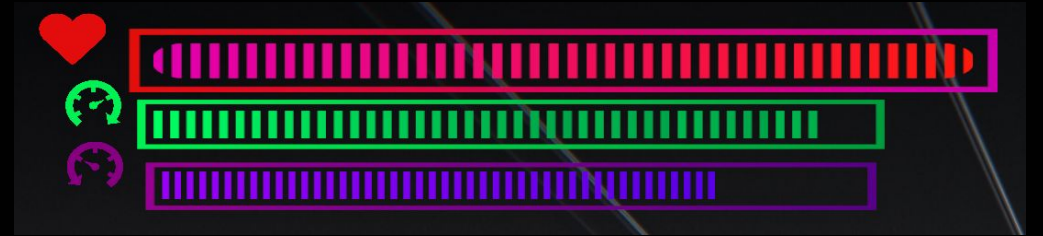
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Different deceleration levels, the darker the **color** the **slower** the speed, **blue** represents the **reverse**
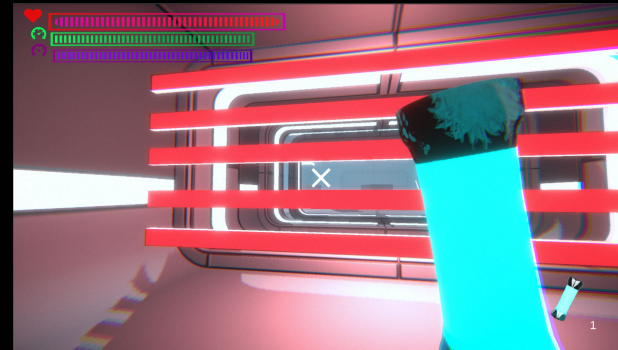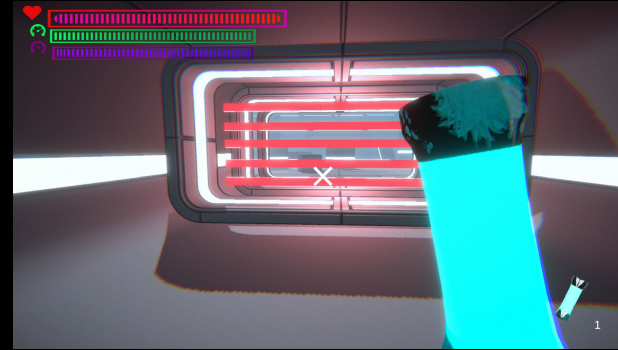
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- **Red** is the **health** bar, which is consumed _every time_ you take damage and cannot be restored naturally
- **Green** is the **acceleration** energy bar, which is consumed _every time_ you use your wand to perform an acceleration operation and cannot be restored naturally
- **Purple** is the **deceleration** energy bar, which is consumed _every time_ you use your wand to perform a slowdown operation and cannot be recovered naturally

Nonlinear_Time SSE@Tongji

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The door of the doctor's laboratory has infrared radiation.

If you do not deal with the touch of infrared radiation will immediately die.

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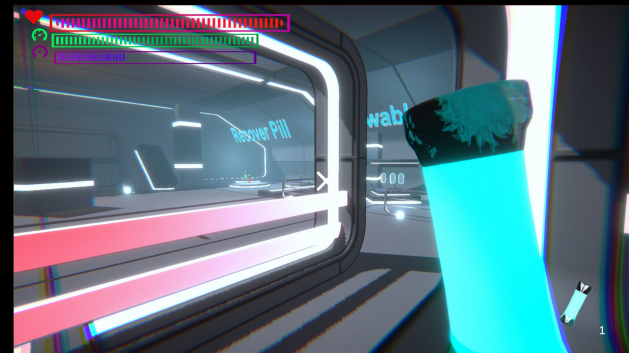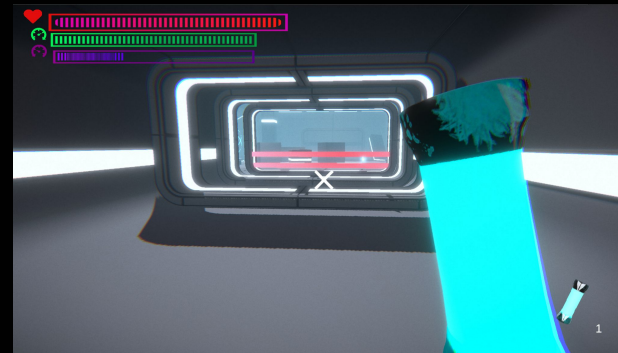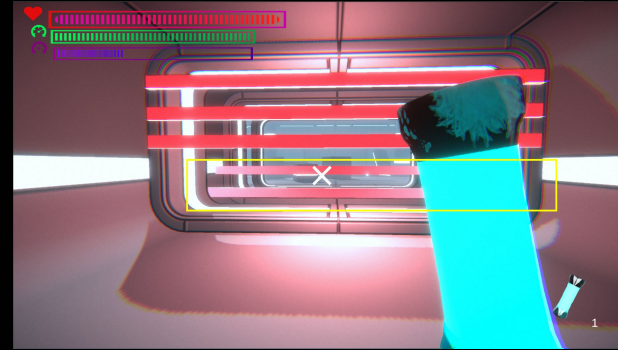
Use the reverse ability, so that the bottom two infrared back, you can pass through the channel.

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