Learning unreal cringe

Clock Blockers:

**Game Concept:**

Main character gets sucked into a giant time vortex and sent spiralling back in time. When they get to the Arthurian time, they realise that there are strange time vortexes popping about around time and they bring it upon themselves to fix these time vortexes through time. At the end level of each environment, you will have to then close a bigger vortex that saves that time (Each bigger time vortex has a level within it to properly close it).

Once game story has ended, you can choose to go back and try and beat your previous self (Shadow Mario type thing)

* Tutorial will be in the Time vortex. (Tutorial level will be the final level you will need to go to, to close the giant vortex, once you have beaten the rest of the other environments)
* Each bigger time vortex has a level which you must complete to close the vortex.
* Defeating enemies spawned by the time vortexes in each period.

**Character(s):**

Players:

* Stopwatch and Grandfather clock characters

Enemy:

* Black Hole: Deletes character when near it (Stop people from creating too many clones) (Black hole will move towards spawned character so that the player must think faster when completing levels or puzzles) (Would Have: Gravity Component)
* White Hole: Repulsive force that sends player backwards in any direction that the player is on (Would Have: Can affect that environment)
* Goomba Type Enemy

**Mechanics:**

* Back tracking to previous position whilst spawning a new variant of yourself that mimics your movement (Number 1)

**Main:**

* When back tracked button is pressed, spawn new character that mimics the last couple of seconds of action that were just performed by the player, choose which one you do not need by deleting them using buttons. (Number 2)

**Game Mechanics:**

* Keep old mechanic as an alternative to playing some of the levels
* Able to switch positions with the index cloned/ targeted clone of your choice.
* Rewind time (Could Have)
* Clone copies previous actions
* Time Capsule Collection during the level to gain your time energy back to traverse.

**Additional:**

* Shadow Mario Type play back where you must try a beat your previous score/time (Could Have)

**Level Design(s)**

* Puzzles with enemies on them
* Cut the rope.
* Fire boy and water girl

Zoom out camera for big puzzle levels

Follow player camera for race levels where the goal is go fast / escape shadow mario levels

**Environment:**

* 2 Levels per environment (Must Have) (Additional levels later when we are happy with the environment)
* Tutorial Level (Basic Art)
* Forest/Woodlands (Arthurian)
* Egypt Level
* Greek/Colosseum

**Game Loop:**

* Short Puzzle Levels
* Enemies that you must defeat.
* Try and Beat your time.
* Complete each level and move onto next environment.

**Images:**