MH – this doc is a work in progress and constraints can be added removed depending on what is discovered when prototyping the various features of our time travel mechanics.

Time Travel Rules:

1/ - At the start of the game you can only go back in time. This is because you can only fast forward in time to the point you have lived during the game naturally.

Eg, if game starts on 26th Jan 2045, you can go back in time to say 2035. Once there you can go forward in time but only as far as 26th Jan 2045. Until however when at that time you play naturally past that date during the natural flow of the game. So say you play the game and it is now 3rd Feb 2045, you could then go back in time but go forward as far as 3rd Feb 2045!

This means that we have a design issue with our time machine and can’t predict the future. The time machine is just made that way. This needs to be this way because if we can go into the future past where we have lived, we could just go to the future and finish the game without doing anything! :D Wow, complex.

MH – I too have thought this should maybe be a constraint, but not sure how much of a problem going into the future could be, if any. You would not already have a presence in the future as you disappear as soon as you start travelling(so you would be missing?). Also, completing the game will mostly involve changing the past, so you can’t go forward to complete game quickly 😊

2/ - When you go back in time you jump to a new multiverse at that point. Whatever you then change, the old future for that event is forgotten and the new timeline for that event is created but everything else stays the same. There is an infinite number of multiverses and possibilities, so this gets rid of any paradox. The future however will only change if you have solved the past correctly. If you did it wrong, you are thrown out of the time force multiverse back to your original point before going back in time with the same problems.

MH – I am hoping that of you are careful and change minor things it does not split the timeline, or it does but the changes are that minor everything else still exists, such as stuff you have already done. I see there being an effect/event as you do stuff that changes the future, this would allow the player to know they have done something major as well as give us time to compute the new future etc

3/ - You can’t change too many things in the past at once or you fail the changes. When going back you will have to solve, tasks/puzzles in the correct order to make the changes.

4/ - As part of the process of the game, some quest changes could cause other problems in the new multiverse you are now in which then also need solving as a new quest. (Gives the process of levels.)

5/ - Where ever you are in the past or present and whichever multiverse there is only one you. You know everything you have ever done and don’t forget anything, and your existence doesn’t change. This gets rid of the Grandfather Paradox! So, you could go back in time and kill your grandfather, but you would still be alive as you are on a new multiverse and would still play the same. This is the case even though your grandfather is now dead.

You can still watch yourself going back and forward in time during the game process but eliminates the people trying to kill themselves to see what happens.

MH – You can’t get out of the time machine (or whatever process) if an instance of you already exists, not allowed. You can however, as mentioned above, view yourself.

6/ - If you die during the game, your time machine or suit has a time force boost facility. This is activated automatically on your life ending and sends a 10 times the speed of light time force boost through your body causing it to be pure energy and sending it back to the last point before going back in time where you re-materialise and start the game from that point. You lose any memory of what you did before going back in time so have to start that quest or event again. This is because the changes would be cancelled due to the speed of light power used.

If you die in the present, you still go back to the last spot before you went back in time but then that point in time becomes your new present time and you can’t go into the future to where you died to stop cheating.

So, example, you went in the past and completed a quest and came back to the present future. You played 2 days in the game without going back in time but then died. You go back to the point 2 days ago and would have to play the 2 days again.

This way you have an infinite amount of lives as you are effectively re-spawned in the world but still must complete tasks as a penalty.