**[Opposition]**

**Genre**

3D, top down, puzzle, single player

**Platform(s)**

Windows

**Development Timeline**

Finalize style/theme (need artist + Coder to collab), main concept coded in, White boxing levels, testing levels, adding sound/art to levels.

**Team Roles**

Nicholas – Coding/Level design

Steven – Testing

Kiran – Sound/Graphic artist **Core Concept**

You (the player) are reflecting across a mirror, and you have the ability to teleport to the other side and back. The catch is the mirror is not identical on both sides. The player can use this to teleport back and forth between two separate realities to avoid obstacles and traps. Because you are mirrored, you will move the opposite direction of your clone on the other side, but only on the x-axis, since you are mirrored on the y-axis. For example, if you move left, your clone will move right, and vice versa, but if you move up, your clone will move up, and vice versa. Your clone cannot die, as it is just a reflection.

**Theme and Setting**

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**Inspiration and References**

Mirrored Souls, Big tower little square (one screen mission), Fireboy and Watergirl, etc.

**Gameplay Loop**

Complete puzzles, complete level, go to next level, repeat.