

 Game Title: Time Keeper's Academy

 Genre: Educational Sci-Fi Adventure

 Core Storyline:

- Set in a futuristic world where time travel is real and history must be protected.
- The player is a teenage cadet at the secretive Time Keeper's Academy.
- A corrupted AI named Glitch is tampering with key moments in human history.
- The Mentor, a wise guide, assigns missions to the player to restore these events.

 Mission Structure:

- Player travels to famous historical events (e.g., Newton's laws, DNA discovery).
- Each level features a corrupted timeline and a challenge to fix it (puzzles, mini-games).
- Defeating Glitch's influence in each era restores the timeline.

 Key Locations & Events:

- Isaac Newton and the laws of motion
- Discovery of DNA by Watson & Crick
- Morse code communications in WWII
- Manuscripts of Aryabhata (math)
- Al-Khwarizmi's algebra texts
- Discovery of oil in Qatar

 Game Flow:

1. Main Menu (Start / Credits)
2. Intro Animation (explains story & objective)
3. Player receives first mission from Mentor
4. Historical missions unlocked sequentially
5. Final confrontation with Glitch

 Goal:

- Correct history, learn key milestones in science/math
- Uncover Glitch's origin and save the timeline

**For setup, copy the contents (custom models) from the setup folder to your Alice Program File  
Especially, copy all the models from MyGallery and MyClasses**

**IMPORTANT: Follow this step Otherwise it will not work**