* Integration of Bounce and Time Turner (if possible FPS like CSGO too…)
* Time Turner works on the concept that our past imitates our previous actions and we use that to reach previously unreachable spaces in the level world.

The past is triggered by collecting the Tesseract.

* The player is 3D bouncing(maybe not) ball avoiding obstacles (spikes, pits, enemy balls)
* Level based gameplay
* Aim for each level is to reach the end and collect coins and power gems etc
* Coins can buy power ups (Decide on power ups)
* Each level has keys to unlock doors
* We can have a parallel universe while collecting the Tesseract. Features of parallel universe :
  + Upside down
  + Invert colours
  + Actions done in parallel universe causes opposite effect in real world
  + Can heal an enemy (or spawn one) to destroy one in real world ?

Additional Features

* Like AC1, have to find a hidden key to unlock a bonus room at the end of the game.
* Try to integrate Conway’s Game of Life