Game Name: Out of Time

Reason for Name: The main character is not in his own time for the game

Main Character Name: Dean Anderson

Kieran Lewis - Lead Programmer. Audio

Steven Benson – Lead Artist

Both will design level layouts

2D Side-Scroller

Level 0 – Prologue, Cutscene of main character in present day. Non Playable

Level 1 – Egyptian

Level 2 – Roman

Level 3 – Medieval

Level 4 – Current Day “2184”

Weapon Switching System

Handgun, Shotgun, Fully Auto Assault Rifle and Laser Rifle

Progressing Red Health Bar which starts at 100 and increases each level

Health Kits which revitalise player

Ammo kits which increase player’s ammunition

Camera follows player

When player is on platform, sand particles fall from platform.

Enemies: Sword Enemy which attacks when player is in front

Spear Enemy which attacks when player is in sight

Gunners who use guns.

Egyptian Era: Sandstone platforms, sand walkways, pyramids in the background. Egyptian Soldiers and Mummies

Roman Era: Cobblestone platforms, Colosseum. Roman Swordsman and Roman Spears man

Medieval Era: Grassy level, castle in background. Knights who throw spears and use swords.

Future Era: Cybernetic style level. Glow on floor “maybe” robotic enemies with guns.