

The Butterfly Effect

Game Idea: The Butterfly Effect is a first person psychological thriller and puzzle game. The world you start in is a complete disaster, consumed by corruption and poverty where everything that could go wrong has gone wrong. As the main character, you feel a strong responsibility to save this world. The entire game is built on one core idea: a single, tiny action can lead to massive, world-altering consequences. Your ultimate goal is to destroy the corrupt gods who are exploiting the world. However, it's not as simple as going back in time to kill them. Sentinels have been placed to prevent any direct interference. You must carefully make small, step-by-step changes in the past, planning three or four steps ahead to navigate the chain of events that will eventually allow you to reach and defeat the evil gods, saving the world and making it an amazing place.

Core Gameplay: This isn't a typical time travel game. You can jump back to a specific moment in the past, and a journal with hints about key events and locations will be provided. You have to carefully choose where to travel to solve each puzzle. You can never directly do something big in the past like killing a person or revealing the future; you always have to make subtle changes. This means the gameplay has a significant stealth element to it. The moment you make a change, you're instantly thrown back to the present, and it's completely different. Your puzzle isn't about what to do, but figuring out which single, seemingly insignificant act will cause the perfect chain reaction needed to fix the horrible present and finally create a better future.

Unique Element: The real magic here is the **domino effect puzzle mechanic**. Forget having a clear objective. You have to think several steps ahead. Your goal is to experiment with subtle changes and watch the crazy, unpredictable ripple effects they cause. The same action won't always work twice, because the new present you return to might have a new context. This forces you to think less about direct solutions and more like a cosmic detective, using stealth to study how tiny choices create a cascade of consequences.