

You are a group of scientists studying the flow of Time. You are testing within an augmented reality space how to change effects in time to slow it and have the possibility of stopping or reversing it. The game takes place a few weeks into the testing process for this space where the scientists have found a way to move time with their movements within a controlled space and are running tests to see if they can reach a stopped point in time where they could move within that controlled space. This is a multiplayer puzzle fps game where the scientists will be running through randomized spaces of their creation as well as mazes built by their on-staff AI. In the main story, this will be shown by powers being unlocked throughout the game to change the effects on time around the players and as optional multiplayer puzzles built by the on-staff AI that gives the players random powers to solve different generated spaces.