The premise of the game

Unfortunate person stopping themselves from minor inconveniences by traveling back in time and changing small stuff to influence themselves. Like removing a water spill on the floor to not slip and break your favorite mug.

It would work like [Dead man's day](.).

Gameplay description

You go around preventing yourself from getting into minor inconveniences like dropping your mug by changing small things.

It would work like [Dead man's day](.).

Core features

Reversing time.
Picking up and using items.

Genre of the game

Narrative puzzle adventure, with a hint of humor.

What will be unique about the game

Investigating the butterfly effect and the humor of how extreme it gets, and having this powerful time machine and using it for something this minor.

Game storyline

You have to stop yourself from slipping on a water spill, so you don't slip and break your favorite mug. By traveling back in time using your handy-dandy pocket time machine. as you do you ghost your "past" self and the butterfly effect makes things go more and more out of hand. and eventually you decide that it's not worth to go through all this for your mug so you have to stop your ghosts from helping.

water spill slip break mug > Throw on a towel to not slip on water
Trip on towel and break mug > Take away the towel so you don't trip
Fill mug with coffee spill on your hand and drop the mug from pain >

Eventually…

House explodes/burns up so you have to stop yourself from preventing the butterfly effect.