

## Premise:

It is the year 4453 CE, you play as galaxy renowned archaeologist and adventurer, Syllas Rhade who has been tasked with retrieving an ancient alien artefact rumoured to possess incredible power. According to your research, the artefact was last seen 7000 years ago in an Egyptian temple when the aliens were last on Earth.

However, locating the temple, you find it sealed. Hence, in order to enter the temple and find the artefact, you must use your time-travel device to go back to the last time that you know the temple was open, the year 2547 BCE.

In order to get through the temple and retrieve the artefact, you must move through the past and the future, defeating temple guards with your trusty gunsabre and navigating traps and hazards.

You reach the artefact and remove it from its pedestal. However, doing so puts the temple into lockdown, where it will lie undisturbed until the year 4453 CE when an archaeologist comes seeking a long lost treasure.

## Objectives:

Primary Objective: navigate the level to reach the artefact at the end

Secondary objectives: avoid traps, get past enemies, explore the local area to find the path

## Mechanics:

Player: WASD movement, jumping, crouching behind cover, interaction with objects in the world space

Enemies: chase player (when in line of sight), attack player, avoid collisions with terrain/each other (steering behaviours?)

- Flying melee enemies
- Grounded melee enemies
- Grounded ranged enemies

Gunsabre: wielded by the player, charge-based ammunition, two modes, toggle modes with keypress

- Melee mode: swing sabre to attack, attack enemies to increase gunsabre charge resource
- Ranged mode: shoot to attack, each shot consumes gunsabre charge

Time travel: the player can switch between the past and the future with a keypress, environment changes during short graphic, both time zones are required to navigate the level

Time travel alternative: the player can only switch time zones at certain points during the level

by interacting with a portal, would simplify level design, would prevent the player from using the time travel mechanic in unexpected ways

Grappling hook (?): Potential mechanic for scaling terrain, could be used to reach hard-to-get

enemies if the gunsabre is out of charge (level could be designed to negate this, eg. by having a stack of boxes next to the enemies)

Power-ups (?): Potential mechanic for boosting the giving the player boosts/restoring health, would grant an edge in combat/navigation, picked up throughout the level

Traps: environmental hazards to be overcome by the player

Turrets: stationary enemies that attack the player when in line of sight

Combat arenas: Parts of the level designed for combat, would allow the level to be separated

into combat areas and exploration areas (dramatic arc)

## Resources:

Health: Decreased when the player takes damage (enemies, traps), restored by health pickups, when health falls to zero the player dies (revert to previous checkpoint)

Gunsabre charge: increased when fighting in melee, consumed to fire at range, possibly recharged at certain points in the level (pickups) if required?

## Level Completion:

Victory condition: reach artefact at the end of the level

Lose condition: none? (player death results in lack of progress, revert to previous checkpoint)