

Objective : Navigate the terrain and get past enemies to reach the artifact.

Mechanics :

Player : 2D running, jump, crouch behind cover, interaction

Enemies : follow player (in FOV), attack player, avoid collisions with other enemies

- Flying enemies
- Grounded enemies

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

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

Time travel : interact with portal to switch between past and future, environment changes during short graphic, both time zones are required to navigate the level.

Grappling hook (?) : a tool for scaling terrain, used to get within melee range of enemies.

Power-ups (?) : grant an edge in combat/navigation.

Traps : environmental hazards to be overcome by the player

Turrets : stationary enemies that attack the player when in FOV