# Time Flies

**Gameplay type**: Free

**Platform**: PC or mobile (iOS / Android)

**Genre**: 2D platform adventure / single player

**Introduction**: Time Flies is a 2D platform adventure for PC / mobile, inspired by a natural process we all experience as living beings: aging! Play this innovative game, learn (and lose) abilities with your character, survive till the end and go tell people that getting old has never been so much fun!

**Description**: The game is inspired by classical 2D platform games, such as Super Mario Bros. Usually in those games the player's character has a specific number of lives, more lives can be earnt by collecting in-game objects (such as coins), while of course falling into the void or being defeated by enemies makes the player lose a life. What differentiate Time Flies from those games is that the player has just *one single life*, expressed in terms of time left until the *natural death* of the character (the age of death is known and set, for example we can suppose the player to start as an 18 years old guy and to dye when reaching the age of 80). Each second in real-life is equal to 2 weeks (maybe more or less, depending on the chosen difficulty level) in the game world. This means that for each minute of play, the character will age by more than 2 years.

The *age impacts the abilities* of the character, for example getting older will decrease the agility, and therefore the character will lose speed during the sprints or he will lose the ability to double jump and even jump at a certain point.

The basic abilities of the character include jump, double jump, sprint, climb and swim, but the key ability is the one of *freezing time*. When time is frozen, nothing but the player's character can move. You can think it is an overpowered mechanic, but there's a price to pay: the aging of the character will become exponential until the normal flow of time will be reset! Better not to abuse of this power if you want to survive till the end!

The goal of the game is to complete each level without dying (of course, besides from natural death, a player can die in other ways, for example because of a fall). Bonus objects (*collectibles*) can be found in each level, but to reach them you may need an ability you became too old to use, so try to be fast and accurate if your goal is a 100% completion. Time freezing will be a mandatory choice for some in-game areas, but the player needs to be sure there's no other way because you know, as in real world, the years of life lost can't unfortunately be recovered (or maybe yes? Read further!).

Depending on the complexity of the level, there could be *fountains of youth* as check points: when the character reaches the fountain and dip into it, a specific number of years of life are restored, and the current progresses are saved, allowing the player to avoid starting over from the beginning in case of death.

**Key features / Unique selling points**:

- Natural death in a platform game
- Character grows during the gameplay
- Character's age impacts on the abilities
- Freezing time makes aging become exponential
- Aging becomes fun!

**Inspirations / Analysis of the market**: 2D platform games (e.g. Super Mario Bros., Sonic, Ori and the Blind Forest)