Game Design Document
Temporal Rift: Echoes of Eternity
By The Fat Men (Siddharth Jain and Naval Surange)

Game Overview:

A mind-bending puzzle-adventure game where you must navigate an endless temporal loop, uncovering the mysteries of time and self.

Game Concept: The player embarks on an adrenaline-fueled adventure through a time-warped realm, mastering the art of parkour and utilizing artefacts like grappling guns to overcome intricate puzzles. They must navigate the unpredictable currents of time while embracing their newfound mobility and problem-solving abilities.

Genre: Puzzle-Adventure

Target Audience: Teens and adults who enjoy thought-provoking puzzles and immersive narratives.

Game Flow Summary: The player starts the game in a white room, gradually uncovering clues, memories and different artefacts. Progression involves solving puzzles and doing parkour stunts to reveal more about the character's past.

Look and Feel: A surreal blend of futuristic and classical aesthetics with a touch of steampunk with the mood being Mysterious, surreal, and thought-provoking.

Gameplay and Mechanics:

Gameplay: First-person exploration, parkour, puzzle-solving, and narrative-driven.

Game Progression: Linear progression, 3-4 levels

Mission/Challenge Structure: Progression through memory fragments and puzzle challenges.

Puzzle Structure: Environmental puzzles, logic challenges, and dynamic parkour sequences that challenge the player's mobility and problem-solving skills.

Story, Setting, and Character:

In the not-so-distant future, an evil corporation, TemporalTech, conducts secret experiments under the supervision of Dr. Victor Kael. These experiments involve tampering with time, manipulating memories, and testing the limits of human endurance. Victims of these experiments have no recollection of their past lives and are known only by their experimental ID tags.

Phase 1: The Enigma

- You awaken in a sterile, perfectly white room, marked only by the tag **"Subject Zero."** Your memory is a void, and confusion grips you. A holographic projection of Dr. Kael appears, a mocking smile on his face as he addresses you.
- Dr. Kael: "Welcome, Subject Zero. Today, we embark on a journey of discovery, for science's sake, of course. You are my canvas, my experiment. Let's see how well you perform."
- The experiments begin. Dr. Kael guides you through a series of tests, which involve logic challenges, dynamic parkour sequences, and environmental puzzles for you to conquer.

Around 2 levels here with parkour and then a grappling gun foundation.

Phase 2: The Glitch

- One day, as you navigate another sterile room filled with towering machinery, a glitch occurs in TemporalTech's control system.
- You stumble into an abandoned chamber, untouched and forgotten, revealing evidence of your identity, your past life, and the haunting truth.
- These findings rekindle a sense of purpose within you.
- With newfound determination, you decide not to be a mere pawn in Dr. Kael's sadistic experiments. Your goal now is to escape the confines of the laboratory that has held you captive for so long.

Hologram disappears, game becomes an open world with the task of escape

Phase 3: The Gauntlet's Gift

- In your quest for freedom, you stumble upon a chamber hidden deep within the facility. Inside, you find a powerful artefact - the Timebound Gauntlet.
- This remarkable device grants you the ability to manipulate time, allowing you to bend the temporal fabric itself.
- You don the gauntlet and embark on a perilous journey through the labyrinthine facility, using your newfound abilities to navigate puzzles,

defeat formidable temporal guardians, and ultimately confront Dr. Kael in an epic showdown.

1 level involving the use of time shift puzzle

Phase 4: The Shocking Revelation

- A climactic confrontation with Dr. Kael ensues, but the shocking truth unravels as his holographic image distorts.
- The reflection in the projection reveals your face. You are, in fact, Dr. Kael, and you have become the very monster you sought to defeat.
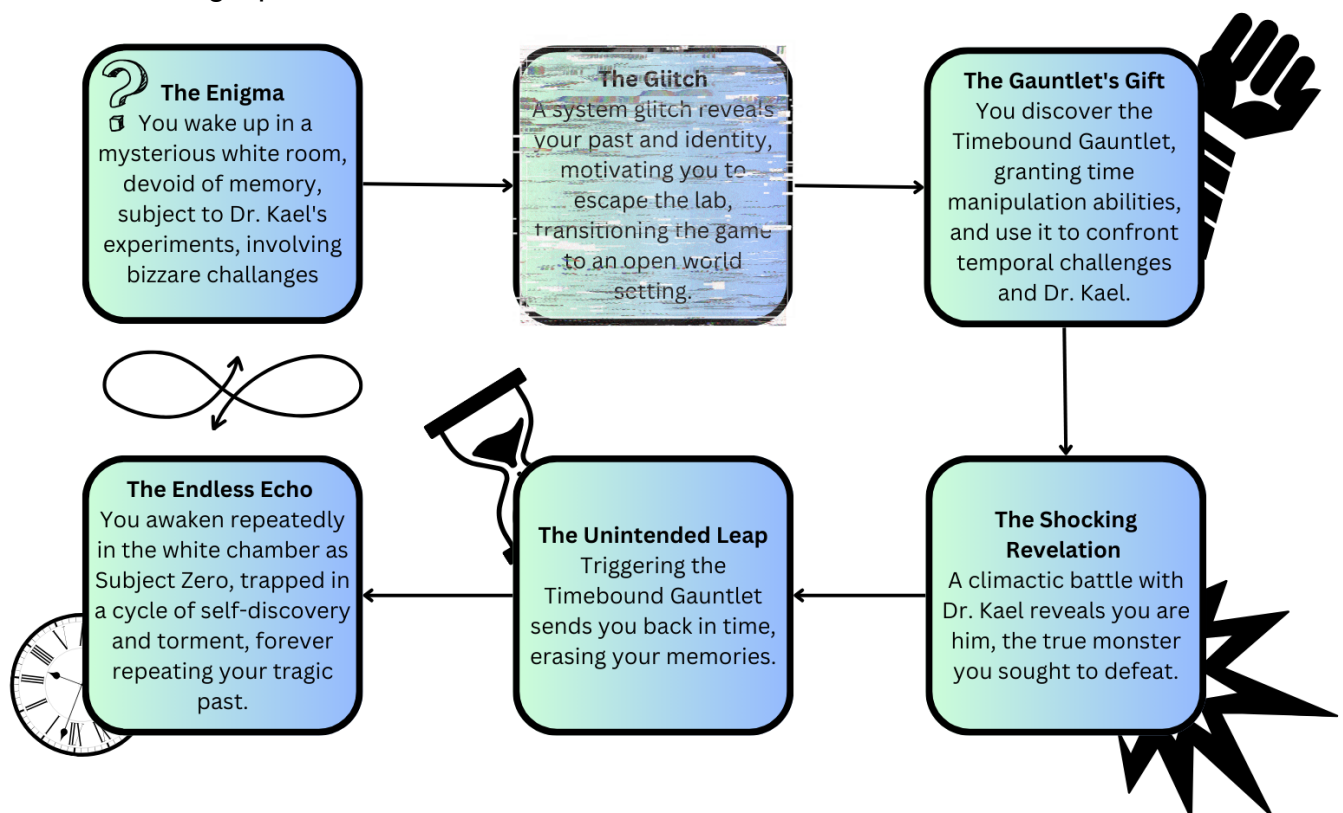
Last level is where you fight bots and AI to confront the final battle with Dr Kael

Phase 5: The Unintended Leap

- Confusion and panic grip you as the weight of your revelation bears down.
- In a moment of frantic desperation, you accidentally trigger the Timebound Gauntlet, causing a rift in time itself.
- You are thrust back into the past, losing all recollection of your former life.

Phase 6: The Endless Echo

- As your memories fade and the temporal fabric realigns itself, you awaken once more, now in the same white chamber, labelled as Subject Zero.
- The holographic image of Dr. Kael reappears, and he repeats the same mocking words that once guided you.
- You are trapped in an endless cycle of self-discovery and torment, as the haunting realization dawns that you are forever bound to repeat your tragic past.

The Enigma
🔓 You wake up in a mysterious white room, devoid of memory, subject to Dr. Kael's experiments, involving bizzare challanges

The Glitch
A system glitch reveals your past and identity, motivating you to escape the lab, transitioning the game to an open world setting.

The Gauntlet's Gift
You discover the Timebound Gauntlet, granting time manipulation abilities, and use it to confront temporal challenges and Dr. Kael.

The Endless Echo
You awaken repeatedly in the white chamber as Subject Zero, trapped in a cycle of self-discovery and torment, forever repeating your tragic past.

The Unintended Leap
Triggering the Timebound Gauntlet sends you back in time, erasing your memories.

The Shocking Revelation
A climactic battle with Dr. Kael reveals you are him, the true monster you sought to defeat.

Interface And HUD:

The first-person parkour gameplay is designed for ease of play and accessibility:

Simplified Controls: Controls are intuitively mapped to ensure players of all skill levels can seamlessly navigate the parkour-based environment. The focus is on providing a user-friendly and enjoyable gaming experience.

Minimal HUD: The Heads-Up Display (HUD) remains unobtrusive, displaying only essential information when needed. This approach ensures that players can fully immerse themselves in the gameplay without being overwhelmed by complex on-screen elements.

The game's user-friendly interface allows players to effortlessly engage with the parkour mechanics and the rich narrative, offering a balanced and enjoyable experience for all.

Welcome, Subject Zero!

Artificial Intelligence:

AI-Controlled Robots as Adversaries:
- AI robots are adversaries that attempt to hinder the player's progress.
- They employ pathfinding and character detection to navigate the game world and track the player.

Diverse AI Robot Types:
- The game includes multiple types of AI robots, each with distinct traits.
- Some excel in parkour movements, while others are adept at puzzle-solving or strategic combat.

Challenging Gameplay Dynamics:
- The variety in AI behaviours adds complexity and challenge to the gameplay.
- Players must adapt and strategize to outmanoeuvre these robotic adversaries, creating a dynamic and engaging gaming experience.

Technical:

Target Hardware: PC and popular gaming consoles.

Development Hardware and Software: Industry-standard development tools.

Game Engine: Unity Engine.

Network Requirements: Single-player game, no online features.

Game Art:

- Key assets include environments, character models, and puzzle elements, all blending a futuristic, classical, and steampunk aesthetic.
- Additionally, parkour mechanics, time-bending, holographic doctor figures, AI-powered bots, and essential artifacts like grappling guns are integral components of the game's visual style.
- Different laboratory rooms offer diverse thematic and visual experiences within this stylistic blend.

Basic Controls

- **Movement:** W, A, S, D
- **Jump:** Space
- **Wall Jump:**

    - Use Space to jump on the wall

- ○ Control direction with the mouse
- ○ No need to use WASD keys; only mouse and Space for wall jumping

- **Time Slow:**

  - ○ Long press "E" to slow down time
  - ○ Counter on the screen displays the time slowdown limit

- **Grappling Gun:**

  - ○ Keep pressing Left click on the mouse to use the grappling gun
  - ○ Works only on grappling platforms
  - ○ Use "E" to slow time down, aim at the grappler, and then fire

- **Portals:**

  - ○ Portals present at the end of each level
  - ○ Use them to transition from one level to another

- **Skip Level:**

  - ○ If unable to cross a level, press "L" to skip to the next level