Shadows from below

**Short brain storm:**

* Shadows and random music
* Platformer and rewind time
* **Parallel universe and shadows, and platformer and b&w**

**The first idea:**

The idea is that we have two universes you can move between. The setting is in a colorful city where there will be obstacle along the way, that can only be passed through by switching to the other dimensions. The other dimensions are the black and white counterpart. Its filled with air particles, the roads are cracked and overall has a creepy feel to it.

One idea gameplay wise, is when changing dimensions, the player would jump down a hole. The problem with that idea was, the chanting of dimensions would be forced on the player and feel like the other dimension was just apart of the game. We wanted the dimension swift to be a gameplay mechanic that’s why we decided on making it on a press of a button.

**The dimension mechanic**

The dimension swift is made with some benefits to the player (some essential for the player to progress), and a lot of debuffs like for example slower movement. Moreover, the time you can stay in the shadow is limited, and if you stay you die. After going to the shadow dimension, there will be a cooldown before used again.

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