

Devlog #0: Paradox of Time

Creating the Game

Hello, and

Welcome to the first devlog of Everet Studios first game, Paradox of Time! I would like to start off with the fact that I have never touch godot in my life because of unity and how I've been learning it for 3 years just to see the pricing changes. Yeah I know, how ironic. But then again, this year has been through many iterations and names ever before this current, however, officially this will be the "first", detailed devlog of this game. The idea is -Insert ideas here-

(Make who explains stuff and include funny stuff. Well then, you might be wondering, what was my thought process. Well really, there wasn't a thought or a process, I just did it (lol))

Instead

Imagine

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Instant

Imagine

Rakshasa and Vetrin

South Asia
Mini Boss or
Real Boss
Research More

Dragons and Gumiho or Dokkachi
East Asia
Bosses

☞ ☞

Gods + cause unity
cost value

Like Cuphead
Switching
weapons,
make it
so character
charges
attack types
(changes at styles too)
Asimitha can

Genghis Khan as a Ghost
Central Asia
Boss

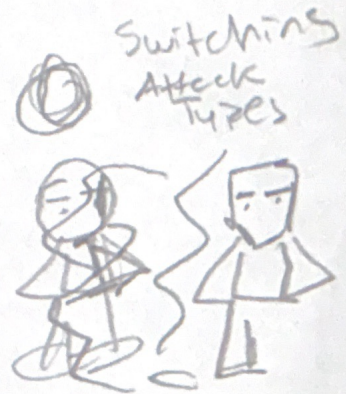
Simurg or Ghul or Shaitan
(Demon)
West Asia
Bosses

leaving many
that from Thailand
order getting defeated
by his enemy
he can learn
different
Maybe add
a double
jump



Not real face
Maybe baggy pants

meritless
act skills.



Switching
Attack
Types

Research Shadows and
Lighting in Godot for
2D hand drawn stuff

Maybe Buddha can
enchant Asimitha
to defeat a
big BIG BIG
final boss.

3

Game Name: Master of Limbs

Depending on relative position

Make Charts Face
Nearest E.

animation

Section

to the

Copy right

3x

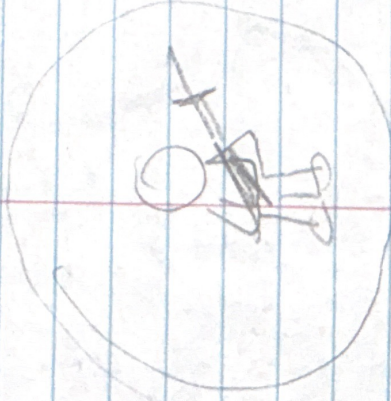
myth

253
8
5x5
4x5
3x5

make player

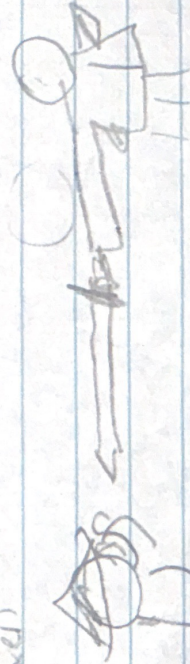
Writ to Seal *

Director, W.C.C.



Add a scene (the Wokings)

box)



may be black