

**But is it fun ?**

* When every level can bring an entirely new mini game there really is something for everyone!
* Each Era will hold its own small storyline related to the item that needs curating.

* Simple controls make this game easily approachable, and short but intense levels all help to appeal to the more casual player looking for some easy enjoyment.

**Aesthetics**

Using tiled maps, drawn in pixel art, and inspired by titles such as Hyper Light Drifter, the original Zelda games, and the original Pokémon games. Everything complemented with chiptune audio for a truly retro appeal.

Time travel allows an unlimited variety of level themes. From Dinosaurs, to Nazis, to alien robots in the future!

**Market**

Designed for 18 – 27 year olds who find sentimental appeal in pixel art games.

Similar games can sell upwards of 2,000 copies in their first month alone. And sales are still rising!

**Let’s talk about time. . .**

**A simple pixel art shooter/puzzler set across the ages**

* As ‘The Curator’ you are tasked with retrieving artifacts from throughout time for a museum in the future.
* Each ‘Era’ will vary in style from fast paced shooting sections, to sneaking through mazes. With many short levels, there can be many short styles in one game.



