* As ‘The Curator’ you are tasked with retrieving artefacts from throughout time for a museum in the future.
* With an air of nonchalance, his relaxed demeanour is designed to contrast the fast and dangerous enemies.
* With the aesthetic freedom of any time period, each level or ‘Era’ can vary in style from fast paced shooting, to sneaking, or more.
* Individual storylines can be woven into each Era, varying as much as the enemies that inhabit them.
* Time travel allows an unlimited variety of level themes.
* Allowing the use of futuristic weapons in the past.
* Eras can be any moment in Earths history; from the age of the dinosaurs, to World War Two.
* Future Eras allow aliens and robots.
* The requirement being that there is an object of historical importance located there worth curating. Assuming that the time machine doesn’t suddenly start breaking…
* Single player.
* Keyboard and mouse controls.
* Sneaking through mazes past patrolling enemies.
* Top down shooter sections, wave defence, and boss battles.
* Easily approachable with simple controls.
* Short levels designed to be completed in one session.
* Pixel art, sprite keyframe animation.
* Tiled maps.
* 2.5 dimension view. Top Down with some artificial depth.
* A nonchalant, relaxed, and unflinching manner as if ‘out for a stroll’.
* Items and weapons are stored inside his suit.
* He never runs, crouches, or looks to exert himself.
* However once armed there is a formidable professionalism in his stance and movement.
* Keeping with the pixel art style of visuals, chiptune music and sound effects.
* Emphasis on atmosphere, Era specific background noises. Water dripping in caves etc.
* Tension building sneak music.
* More intense battle music.