**Game**

**Genre:** Puzzle games

**Sub-Genres**: Action puzzle games, Hidden object games, Reveal the picture games, Physics games, Tile-matching and Traditional puzzle games.

**Art style:** 3D, abstract

**Target Audience:** Casual to hardacoe gmers, but mostly catering to the casual gamer market. 12+ age.

**Chosen Game Genre:** Physics based puzzle game.

**Mechanics**

List of mechanics that can be altered.

**Movement mechanics:**

You can only move forwards in the game, if you to want move backwards you have to rewind time. Can be good if you missed a jump for example.

You float around in zero gravity creating interesting obstacles in solving puzzles.

You can’t jump or your jump height is severely reduced and must use environmental objects to traverse the level.

**Puzzle solving mechanics:**

**Progression mechanics:**

You have to create your own death via the objects in the game in order to progress to the next level.

You have a time limit to solve the puzzle and must complete the puzzle before the time limit runs out or you are killed.