**Genre+Twist**

**2D Platformer+Time Travel**

## Team Members

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## Logline

**2D Platformer+Time Travel**

Platformer

Time Travel

Obstacles

## Genre Research

3 Games for research in our genre :

1. Alter Ego..
2. Temporal Nexus
3. Timekeep

Inspiration :

Titanfall 2

### Tropes:

When looking at the games listed above, we find common elements of these games that are shared by many others in the 2D-platformer genre. The movement mechanic is one of the most common elements found in platformers. These games provide a certain inspiration for our implementation and vision for integrating time travel in a 2D-platformer.

These games involve timeline shifts or 2 different threads.

*(Note: These are all tropes, i.e, they do not provide innovation to a 2D-platformer game and are present across most games in this genre. These elements can be used to create challenges and design levels, but they do not constitute a twist for a 2D-platformer game.)*

### Twist:

Our game focuses on using the ability to quick-switch between two different timelines. The first one is the **current** timeline, while the second is the **past** timeline. This switch changes the environment of the player (without affecting the player themselves), by moving objects and enemies to where they **would be** or **where they were**, based on environmental effects and movement of enemies**.** Majority of the games in this genre (2D-platformer+time travel) only modify certain objects during the time switch, while our game focuses more on the player coming up with different strategies to interact with the enemies,obstacles and the environment using different timelines. The tropes listed above also exist in our game, but we use the core mechanism of environmental-time-switch, which is our twist, to further innovate on these tropes.

Our game also integrates another innovative twist to the 2D-platformer trope, that is, every living creature (enemies+player) can only move in one direction, which is the direction in which they are currently facing. Backward movement is achieved by relying on environmental props. We think this mechanic can interact with the time travel mechanic and add to the playability of the game.

### How Environmental-time-switch is innovative for a 2D platformer:

Our core mechanic is to switch timelines between the current to the past. The player faces obstacles and enemies, but has *almost* no way to avoid them, the easiest (and most obvious) method being switching timelines. Time-switching, along with the fact that the player (and enemies) can only move in one direction, allows our 2D-platformer to integrate our twist with the existing tropes in a smooth manner. The player can avoid enemies and obstacles by switching to the second timeline, while also utilizing the single-direction factor. We innovate the genre by the addition of time-switching, and with the subtraction or restriction of movement in a single direction. Eventually succeeded in reaching the end of the line and finding the truth about what happened in the past.

*(Note: It is not sufficient for your twist to just be distinct from your genre. For example, if you claim you created a roguelite + cooking game, it is certainly unique, but does it make sense mechanically? Mention how exactly your core mechanic utilizes your twist to innovate on your genre and the genre innovation you have applied [refer the Game Genres & Innovation slides])*

## Prototype description

<ETS> is a 2D-platformer game featuring a distinctive time-switch mechanic. As the player, the goal is to reach the end of the level without being attacked by the enemies or getting stuck at the obstacles. The player can wisely use the time-switch ability to avoid/interact with the enemies, items and obstacles so as to reach the above-mentioned goal.

*(Note: The description of your prototype should* ***not*** *mention anything about a story [e.g: our game is set in the Victorian era but robots rule the world]. The description should capture the genre, twist and mechanic you have employed in your game)*

## Github Repository

https://github.com/VarunKapoor0/CS526-Pair-Prototype

*(Note: The Github link you provide should consist of your Unity project and* ***not*** *the WebGL build. Please use Github not just for the sake of submission, but to collaborate with your teammate/s. Make sure you add the .gitignore file for Unity projects when you create your repository.)*

## Individual Contributions

| **Haoyu Guan** |  |
| --- | --- |
| **Varun Kapoor** |  |

## Diagram/Sketch