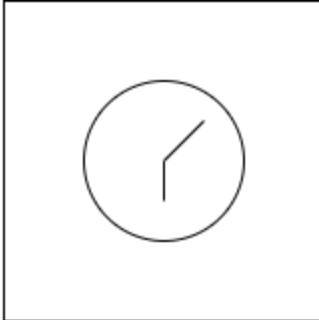
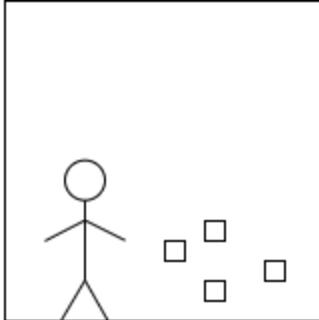


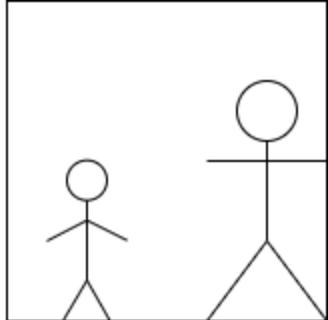
Frame 1: Character wields a sword (melee) and daggers (ranged) to kill various enemies.



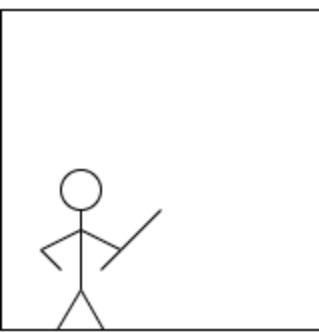
Frame 2: The character travels through various time periods, defeating enemies and bosses from each one.



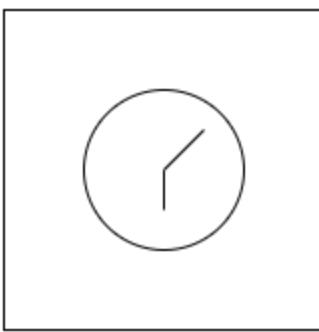
Frame 3: By killing enemies, the character obtains items that heal and increase damage.



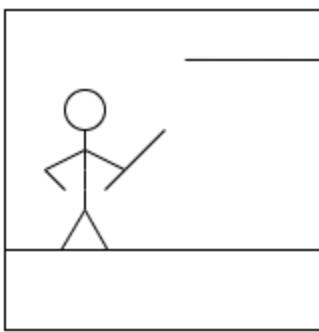
Frame 4: At the end of each time period, the character must face and defeat a boss to advance to the next stage.



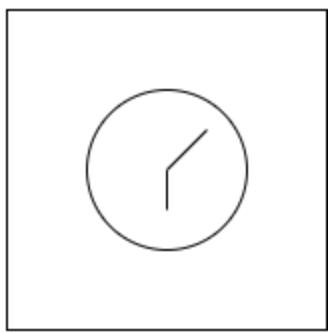
The character can slash with a sword, throw daggers at distant enemies, and parry attacks if timed correctly.



After each stage, the character is healed and can upgrade the dagger-throwing ability. Progress is also saved.



The character must traverse terrain and defeat enemies to clear each stage.

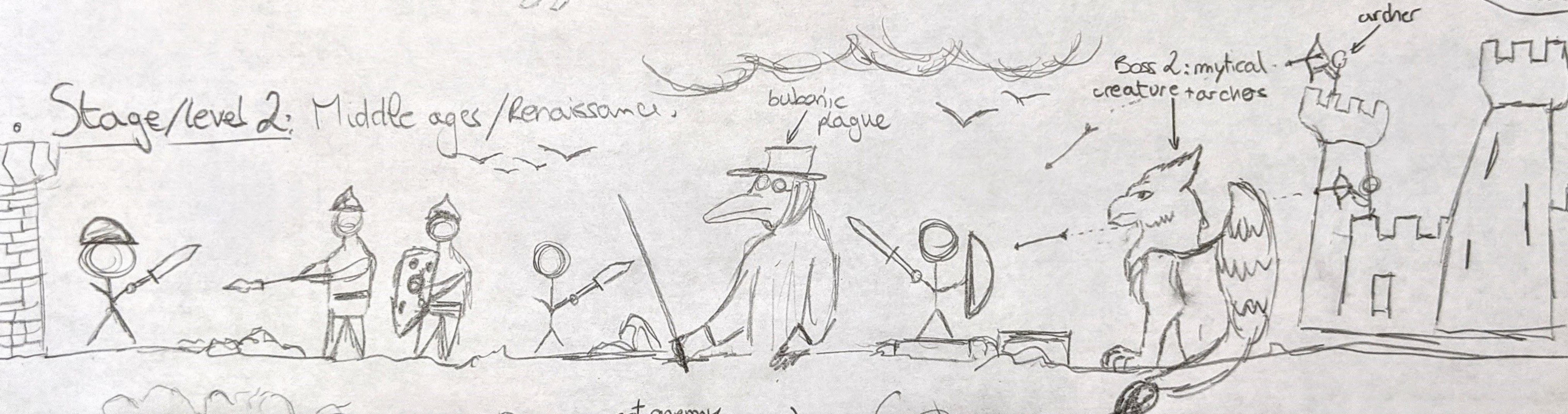


The character passes through 5 epochs: Prehistoric, Medieval, Industrial, Modern and Futuristic.

Stage/level 1: Pre-historic



Stage/level 2: Middle ages/Renaissance



Stage/level 3:

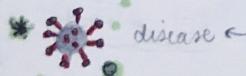


stage 4: MODERN ERA (1940 - 2100)



ENEMIES

& other damage-dealing entities



disease ↗

↓ health when
too close



pollution ↗

↓ health when too close
to polluted air

→ Cars (can run over player
player → jump to dunge)



+ color variations ↗
yellow
red etc

→ politicians

↑ health w/
contact
(sentiment?)



money

→ police

↓ gun belt
or
(shield?)



STAGE 5: FUTURE / ANDROID REVOLUTION

(2200 - ?)



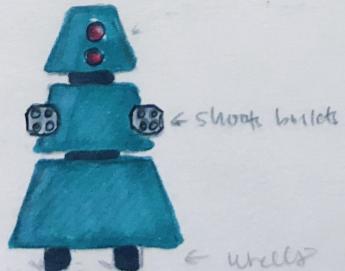
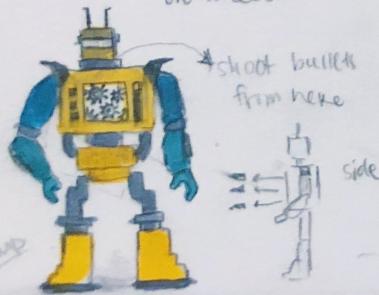
ENEMIES

→ drones
w/ guns



→ toxic waste (radiation
poisoning)

→ androids
- on foot
- on wheels



← wheels? (fast)

shorts
large beam

