Flipping between game levels with a button:

**Game Concept**

**Novel Concept**

* Flipping between
  + Gravity Shift
  + Time Shift
  + Normal Phase (the starting phase)

**Stages**

* Puzzles that need to be solved with the character’s power

**Character Aspects**

* Shoots bees out of their mouth
  + Late game upgrade
  + Magic ability . . .?
* Main weapon: sword
* Carries backpack – items

**Gameplay**

**Plot?**