

Time Warp - Proposal

Introduction

You are imprisoned in an underground dungeon of a medieval-age castle. It is the area's most complicated dungeon with the tightest security. You have become entirely trapped inside this dungeon; however, you have a special ability. You are able to go back in time and alter the past to remove obstacles that would otherwise pose a problem in present time. To escape the dungeon, you must solve puzzles while avoiding the guards that eternally roam the dungeon.

Story Setting

The story of the game takes place in medieval times and is focused around a dangerous criminal that has been locked up at the bottom of a multi-floored (multiple levels) dungeon. The criminal longs to escape and through unique means acquires the ability to travel to the past to when the dungeon was being constructed, for a limited time. The player will play as this dangerous criminal and have to use their wits to solve various puzzles and stealthily maneuver past guards to reach the end of each floor.

NOTES (Can be removed):

Story is set in medieval times in a multi-floored dungeon.

Criminal receives a stopwatch/watch from a stranger that lets him travel through time.

Two Timelines:

- Present: Worst criminal in jail that is trying to escape the prison. Has to hide from guards (knights) and solve puzzles.
- Past: Jail is being constructed. Finds answers to riddles. Some guards mostly workers.

Engine/Tools Selection

The majority of the game will be developed using Unreal Engine which is a game development engine that can handle everything from animation to scene lighting, rendering, and physics.

Game Type

A first person 3D game that implements levels, problem and puzzle solving, object interaction, and character teleporting abilities.

Game Design

Character design

- NPC: Guard - Medieval Knights / Prison guards, armor, sword, helmet, Builder - Workers boots, hammer, worn clothing, leather armor?
- Player: Prisoner in medieval times, possibly ragged-like clothing.

Art Design: Low-poly

Game level design:

Each of the levels of the game will take place in a floor of the multi-floored dungeon the player is attempting to escape from. Each floor is set in a medieval dungeon theme, meaning rock walls, and various medieval decorations to set the mood and the feeling of being trapped. In each level of the dungeon there will be puzzle elements that need to be solved while remaining hidden from the NPCs that wish to keep you.

Equipment:

The player is not equipped to fight the captors inside the dungeon. However, the player is not helpless, the player has an ability that allows him to jump into the past to solve problems that pose an obstacle in the present. The player can jump to the present timeline at a whim with a bit of an ability cooldown.

Assets

We will be using online sources such as: OpenGameArt, Itch.io, and GameDev Market.

https://www.reddit.com/r/gamedev/comments/dwqsl9/ive_made_50_free_rigged_and_animated_lowpoly/

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