***Game Idea***

**Category:** Adventure/Puzzle game

**Game mechanic:** the player goes through a dungeon that has approximately 100 levels. Each level is a maze that needs the player to “solve” something before getting out of the maze. Without “solving” the task at hand, the maze will not “create” an exit.

**The Player:** The player itself will not be able to collect anything. The player will either be a robot or some sort of a nonorganic lifeform.

**Player Mechanic:** The player will have a *time stop ability*\*. This ability will allow him to see things that are in ultrasonic speed and or attacks (such as guns). The player will also have other abilities that will allow him to maneuver through the area: teleportation, rope swinging, absolute defense, and healing. The player will not have any attack-based abilities as the game revolves on the player’s ability to successfully utilize the surrounding resources to successfully complete the “task”.

**Level Design:**

1. Level 1: the player (robot/nonorganic lifeform) will be presented in front of a huge door in a white room/cave. This level introduces the mission that has been tasked onto the player.
2. Level 2 and onward: presented with a maze that the player must traverse. The player must also complete a task. As the level increases, the task might also increase.

**Specifics for Level 1:**

* Within level 1, the player will be bind by some sort of a divine chains. The players camera will be switching from first person view to third person view. When the camera changes to third person view, the player will not have any control over the game scene as it will essentially show animation clips.
  + Animation clips:
    - The animation clips for the door will have three major components:
      * The screws coming off the door
      * The screws flying in the sky and gets connected to another component
      * The opening of the door.
    - There will also be an animation clip for the player itself. (very iffy)
      * The destruction of his chains.
  + There will be some lighting effects that would make the scene more dramatic than it should be