„Chrono Gate" Game Report

Link to the game on Google Drive:
https://drive.google.com/file/d/1DRUvOJmmnKy0eOyjd28wadHcjVT1zIXy/view?usp=sharing

Link to the game repository on GitHub:
https://github.com/dlznski/ChronoGate

Genre: Arcade Game, 2D

Objective and Premise: Reach the end of the game without losing a life. To achieve this, players need to demonstrate cleverness, dexterity, and skill.

Mechanics:

- **"Time Jump" Mechanic – The player sets a SetPoint at a given position, and after 4 seconds, they return to the saved location (with animations included).**
- **"Dimensional Shift" Mechanic – The player, by pressing a key, shifts to an alternative version of the map (each level has two spaces: real and alternate [light and dark]).**
- **"Double Jump" Mechanic – The player can perform a double jump (this can be configured from which point it's enabled).**
- **"Wall Jump" Mechanic – The player can bounce off walls (configurable for which walls it's enabled).**
- **"Movement" Mechanic – Basic walking/running movement.**
- **"Gate" Mechanic – Levers are placed throughout the world, which open doors to the next levels.**
- **"Platform" Mechanic – Various platforms are positioned on the map, which change location.**
- **"Death" Mechanic – The player can die and respawn at the beginning of each level.**
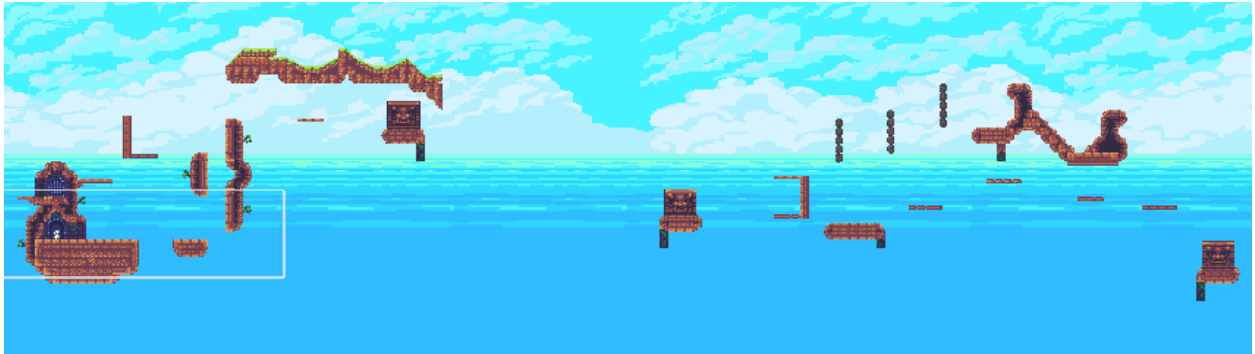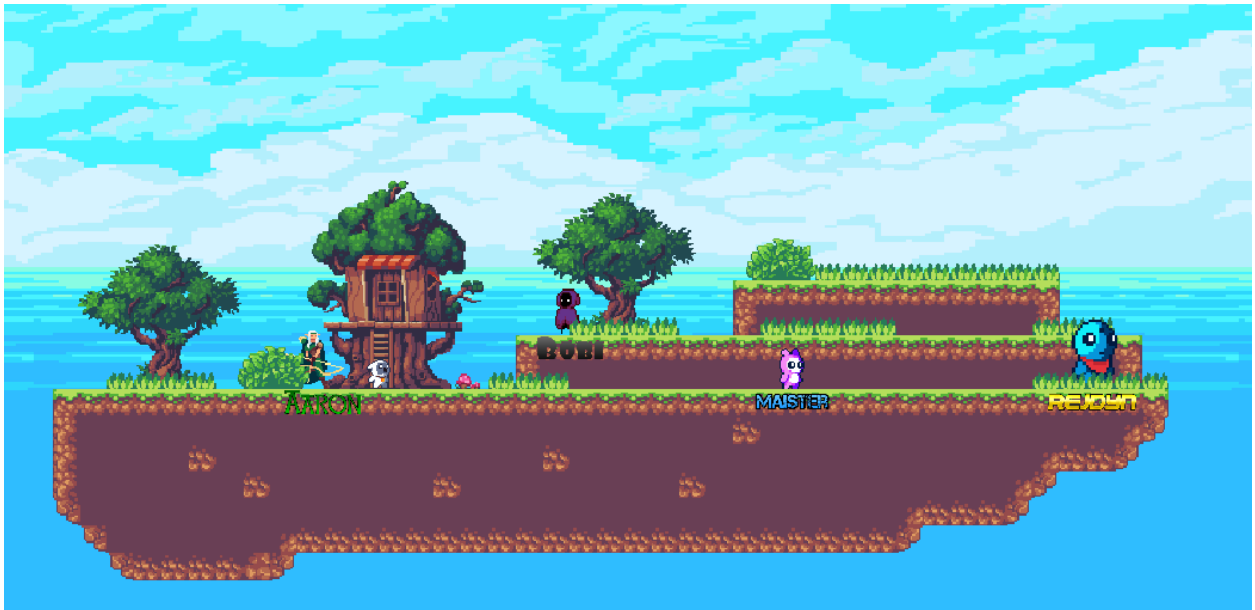
Scenes:

Main Menu:

Level 0 – Tutorial

Level 1 – Game:

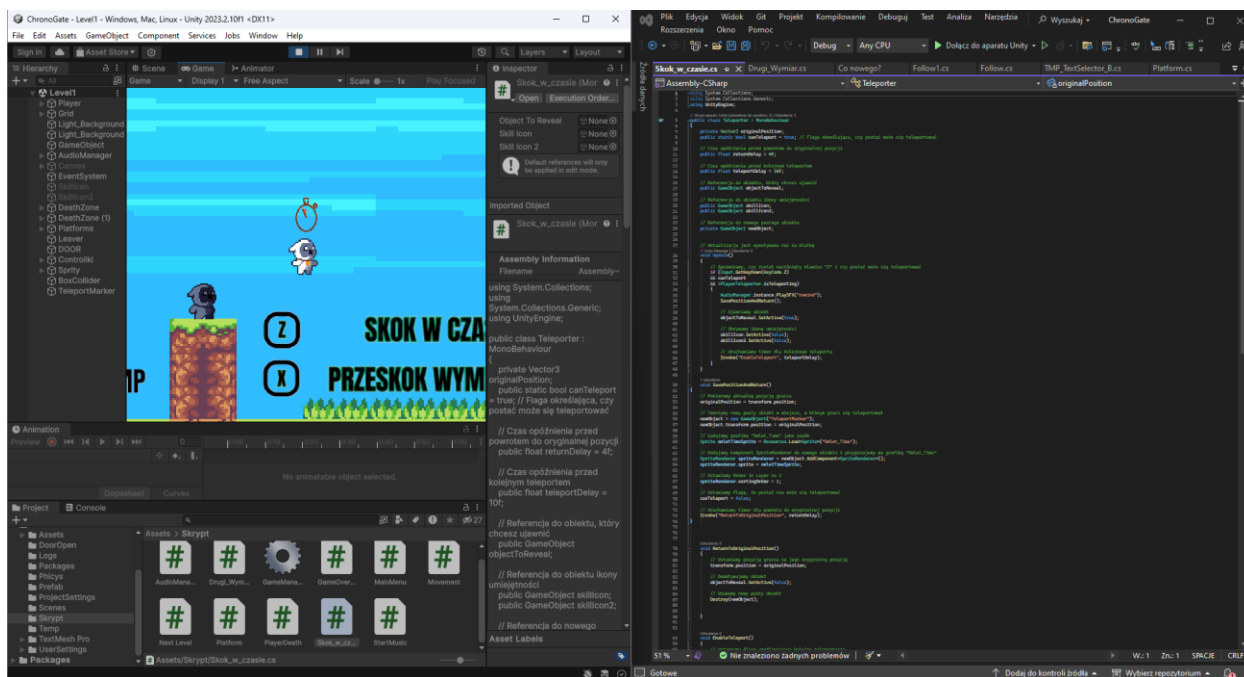**Credits – Final Level with the Creators:**

Example Mechanic – "Time Jump":

Example Mechanic – "Dimensional Shift":