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The Timekeeper

I want to make a game about time manipulation where the player can travel through time to fix certain parts of history where all three timelines are joined together past, present, and future. The player objective is to fix those problems. One system I want to incorporate in this game is that actions have consequences. I want to focus more on the Assets aspect of the game. By building a stylized asset pack for the game, each asset can help each level or each location in the game with their own unique story. This project also supports my short and long-term goals. My short-term goals of building small commercial asset packs for itch.io and Unity. My long-term goals are to showcasing my strengths in modeling, texturing, lighting, and worldbuilding. Worldbuilding is something I like doing and on part if the game there's a part of the game The Forge World. where everything is about blacksmithing and the player is going to have to do some quest that might change the timeline of the story and the player. The way things I have for this part of the game sticks to me to most because its cross-genre flexibility makes it disruptive in a practical way it can serve fantasy, sci-fi, or hybrid worlds without losing its thematic integrity.