**Story Elements**

* Hourglass found in temple by player and friend
  + Is how the player controls time
* Hourglass is stolen by friend and must be put back
  + “If you’re reading this” letter from friend
  + Find hourglass, letter, and friend as baby?
    - Carry baby with you on adventure?
* Evidence of broken time
  + “Out of place” elements
  + *Glitches in time (pillar falling and rewinding)*
    - Relates to time-freeze mechanic
  + Backward growth of plants
* Crack in time/space over temple???????
* (New) “Sand Concept” (9/1)
  + Time altered sand itself as well? Color? (Red Sand? ,Black Sand?)

**Mechanics**

* Glitchy Time (items falling, rewinding)
  + Elements of the level become pausable/freezable to help solve puzzles
* Rotatable camera (How? Trigger item? Unlockable ability? Time-related?)
* (New 9/1) Fast Forward /Dissolve ( -Get rid of objects that are in your way or enemies?)

**Art**

* Opening cutscene/cinematics - Painted/flowing style, traditional vs. digital?
  + Similar to the opening slide of the pitch
* 3D environment with fixed perspective camera view
  + *Relates to rotatable camera mechanic*
* Thematically Persian with “out of place” elements (chinese lantern? Viking carvings? Aztec weaponry? etc)