

# SINDS OF TIME

A 15-112 Term Project  
by Gillian Croteau



An explorer has noticed an ancient structure ahead.



She steps through the mysterious portal into a spooky dungeon. Gold coins & sand litter the ground.





At the center, a huge hourglass.  
The sand is moving & seems to  
be connected to the portal...  
Dark passageways line the wall.



She hurriedly scoops up some  
of the sand from the floor to  
add to the hourglass then sets  
off down one of the passageways.



In another room, she is so busy  
picking up coins that she doesn't  
notice the mummy walking  
right towards her!



She sprints off into a passage  
while the mummy follows.





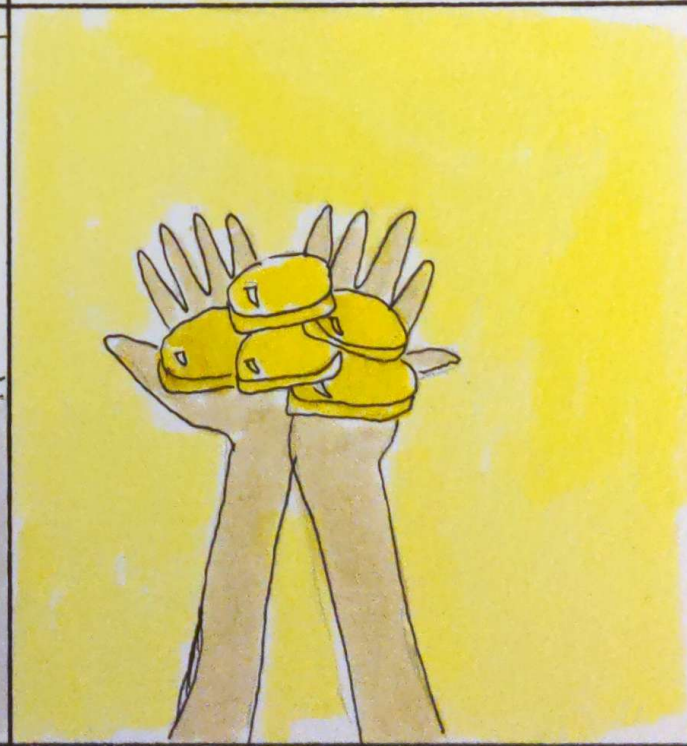
At the end of this passage... a maze. Who knows what horrors lay inside. She pulls out a weapon from her bag & walks back to face the mummy.



She chopped off its head, picked up a few more gold coins, & races back off to the main room.



To her dismay, the hourglass is almost all out of sand! She races to the portal & jumps through!



As she stood outside the now-closed portal with her riches, she wonders what other treasures lay hidden in the dungeon...