Overview

The game is a 2D puzzle game that takes place in two stages.

First Stage: The game focuses around jumping puzzles and pressure plates; as it progresses clones linked to the same controls are used to hold plates to keep doors open. During the later levels of this stage tears will appear that will destroy a clone that enters it, closing the tear.

A short interlude clip showing the large number of clones and numerous tears opening.

Second stage: The creation of all these clones has caused tears in reality, by feeding a clone into the tear the player can close the tear. The goal here is to destroy all but one character and exit the level.

Both the later level of stage one and stage two will have pickups that alter clone behaviour

Utilities

Making use of 3DMAX and Mayer for created models. Unity will be used to simulate 2D gameplay using 3D models.

Controls

Simple WASD to control character movement.

Pressure plates are used to open doors. This can be handled with simple trigger zones flipping a variable.

Cloning devices create a copy of the character that is linked to the same control input. This can be done by having the controls written in a modal system, so that these pickups can change the mode in the script and this alter controls from the same input depending on the mode.

Pickups

Throughout some levels there will be pickups that alter how the clones behave.

Inversion: Reverses the controls of that clone.

Speed Up/Down: Increases/Decreases the movement speed of that clone, these do not stack but opposing pickups will cancel out.