

Adventure game
pixelart
2 player coop
solving riddles in coop
only 2player, no singleplayer
(Time)Setting: different times, being able to go back, through doors
splitscreen if player is too far away or in a different time zone
Perspective: Platform?
situated in the present time: just past
Low-fantasy
antiheroes: strangers, can pick gender
inventory
enemy: bad guy, short interactions with him, meet him several times through the game
bad guy is an older version of one of the antiheroes, wants to bring more action/adventure in their
life and create a better friendship
strange job offer, go through weird door into a strange dark room with other door where light
shines through. Through that door land in sunny place in the past.
finding out stuff through talking with npcs
note in the beginning „job interview starts now“
all over the world
starting time: wild west
ancient greek
egypt
70s
80s
50s
wild west
medieval
chinese empire
baroque
20s
year 0
roman empire
1690 in scotland
industrial revolution
vikings