

Preventing the end

Narrative synopsis

The story is based in a fictional world, an alternate universe, across several points in time. It is the year 2035 and the world is in ruin from a biological weapon that was launched in a war 20 years ago. The weapon contaminated all the water of the earth turning those who came into contact with it into hideous mutants. There are not many people still alive. Tom and Sigma work together to build a time machine to go back in time and prevent the contamination. A malfunction in the machine sends them forward 50 years into the future by mistake, the machine is broken and the 2 must travel through the wasteland, devoid of any life, to find the parts needed to repair the machine. Once the machine is back in working order, the duo travel into the warzone of the past and must stop the weapon from being launched before it is too late.

Character:

Tom / Sarah Higern:

Tom and Sarah are former soldiers with hardened faces due to the loss of their family. Even though they are 42 years old, he/she had to keep fit in order to survive in this world.

Both kind of have the same clothes, they are dressed in damaged fabrics as there is no more active seller and does not pay attention to their look, they both wear cargo pants in order to carry a lot of things and a backpack for the same reason.

As their shoes they both wear dark boots to be protected from humidity and dangerous objects.

To make up when it's cold, they have an old but useful softshell jacket and a good hat that they never leave.

After the government services Tom and Sarah decided to retire and buy a farm with his/her family, away from conflicts, the mistakes of his/her past will catch up to them and lead to the death of their family, caught in absolute grief, he/she decided to go back in time to save them with the help of his/her new friend "Sigma".

Sigma

Sigma is an advanced AI robot created 15 years ago to aid in stopping the contamination after the war.

He looks like a humanoid robot, he's around 1m90 and thin which is convenient to make him reach things too high for Tom or Sarah, due to age, his white color turned into grey/dark revealing the original color of the metal hidden under the paint.

After the government forces failed to hold back the contamination and the world was overtaken by the mutant forces, Sigma was left alone. He left the research lab in search of human life until he came across the farm and decided to stay by the Tom's side and help him in constructing the time machine.

Sigma feels the need to help the farmer to stop the contamination as that is what he was created for. He is very smart and without him, Tom probably wouldn't have been able to build the time machine. However, being a robot, Sigma requires a battery to function and needs to be careful to maintain his power supply. Sigma is somewhat naive and is too trusting of strangers.

Sigma is immune to the contamination as he doesn't need to consume any water. He spends most of his time working on the design and construction of the time machine. He enjoys nature and reading books to further expand his vast knowledge.

Level 1 - 2035	
TOD	Day / Night
STORY	The player will have to find the last piece to construct the time machine, in order to do that he will have to travel through the whole map and interact with peoples to finally end up facing a puzzle
PROGRESSION	The player will learn about the basic movements, interactions with objects and the use of weapons, healing himself
EST.PLAYTIME	2 hours
COLORMAP	Dry, lands are pale yellow, the city are also pale or dark in the little streets. nature has taken over the landscape, so it is also green for the three or plants
ENEMIES	Mutants creatures, human
MECHANICS	Interact with peoples, open doors, open chest, sell items, move stuffs, solve puzzle
HAZARDS	Spiky plants, drowning, falling from cliff
ABILITIES	Masteries of weapons and knife
ECONOMY	Seeds, Food, weapons
BONUS MATERIALS	N/A
MUSIC TRACKS	"Demacia Rising", "World of Warcraft – Invincible, when enemies coming"

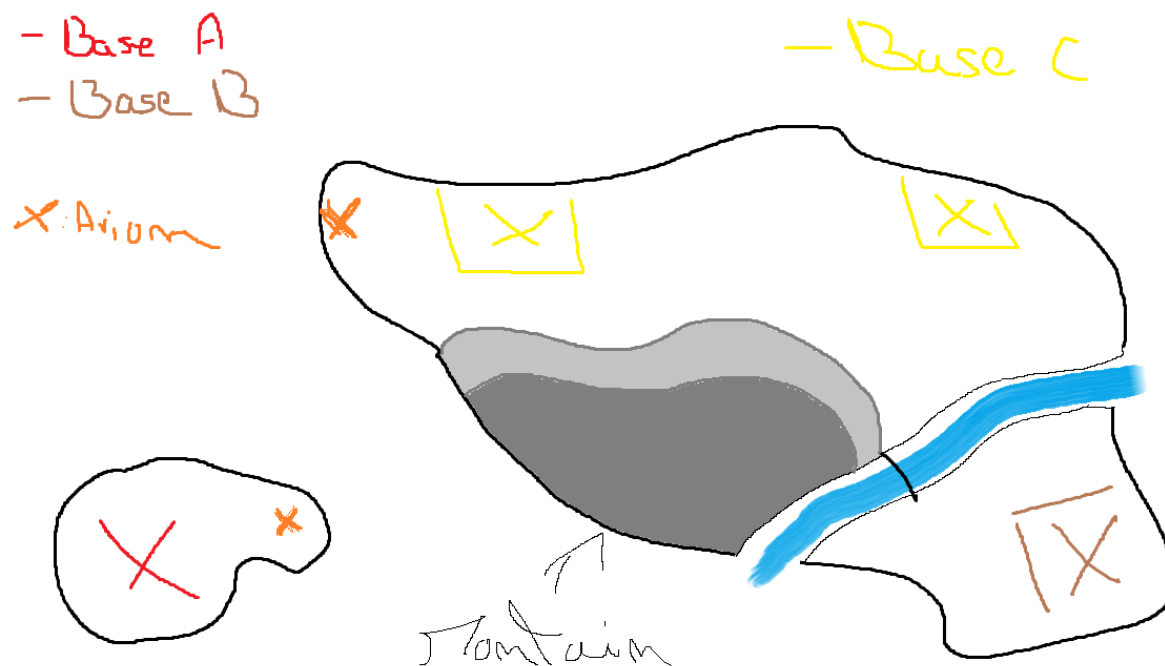
Level 1 map:



Level 2 - 2085	
TOD	Day / Night
Story	Travelled into the future. Need to find the parts to repair the machine.
Progression	The player learns how to jump and masters the double jump.
Play time	2hrs
Color map	Gray, drab, green
Enemies	None
Mechanics	Open chests, solve puzzles, move stuff, floating platform
Hazards	Falling from height, traps, breakable ground
Abilities	Double jump, Companion aids in getting to unreachable locations.
Economy	N/A
Bonus material	Developer's commentary
Music track	Celeste soundtrack

Level 3 - 2015	
TOD	Day / Night
STORY	The main character goes to the past in order to realize his true enemies and find a solution to go against the new world weapon
PROGRESSION	the player masters the controls of the character's movements as well as the control of weapons and silent moves
EST.PLAYTIME	4 hours
COLORMAP	Dark, nostalgic, bright for the laboratory, a red and black mist in the battleship
ENEMIES	Soldiers from the two main camps
MECHANICS	Open doors, open chest, breakable doors, loot bodies, interact with objects(books)
HAZARDS	Minefield, trapped places, bomb falling from the sky
ABILITIES	Masteries of weapons and knife, slow time when focusing
ECONOMY	Euros
BONUS MATERIALS	Secret Armor
MUSIC TRACKS	"Elysium", "Honor Him", "Now We Are Free", "A Blaze That Burns Evil Hearts Ost "

Level 2 map:



- **Orange x:** Plane station
- **Base C:** Those are the enemies intermediary's bases
- **Base B:** The final enemy's base
- **Base A:** The ally base
- **Grey zone:** Mountains
- **Blue :** Rivers

Itch.io link: <https://hillyleopard133.itch.io/preventing-the-end>