Storyline:

Premise:

The player takes the role of a young hero named Tari, a curious and very brave boy from the village called Oracle. One day, after a centuries-old and powerful artifact, the Stone-Remnant, is stolen by the Faceless Void. Time, in the village, begins to unravel without the Stone-Remnant's presence, time stands still, seasons get confused, and the villagers start doing strange repetitions over and over!

Objective:

Tari must restore the Stone-Remnant by completing math puzzles and answering times tables questions correctly. Only then will she be able to defeat the Faceless Void and unlock the powers of the Stone-Remnant is to learn multiplication.
Each episode or act of the game takes place in a different part of the Oracle world, where Tari must face increasingly greater obstacles and temporal trials. In the aim to outwit the Time Bandits and make the flow of time whole, Tari must solve puzzles, answer riddles, and solve each obstacle by using the concept of mathematics.

Challenges:

Mastering the Time Stream (Rowing Challenge):
At one level, Tari is placed on a small boat in the middle of a fast-moving river.
The movement of the boat is controlled by a rowing system,
But Tari must solve multiplication problems if she is to successfully guide the boat across the river. Each right answer helps her paddle in the right direction.

The Final Showdown:

Fighting the Void Boss
In the last part of chapter, Tari faces off against a formidable foe, a Void in a timed battle sequence. In order to defeat the boss, Tari must solve multiplication problems fast to dwindle the boss's health bar. Right answers cripple the boss, while wrong ones empower the Void to counterattack. The battle is extremely fast-paced, and math abilities and fast thinking are required as there is a time limit.

Music and Development:

To enable younger players (between the ages of 7 and 10) to explore freely the world of Oracle and defeat math issues much more easily, a soft rock

The instrumental soundtrack will be essential in creating the atmosphere and keeping the player interested in the game. Music is used not only to complement the atmosphere, but it helps players focus and remain energetic throughout the time-limited puzzle and hurdle solving that lies ahead of them. Music

will feature soft and calming music that combines light beats

of rock with peaceful instrumental elements. The goal is to create an atmosphere

Which is calming and invigorating at the same time, so players feel refreshed to think clearly while doing math problems. The instrumental tracks will

Stick to a coherent thematic framework using tools like acoustic

guitars, subtle percussion, and synthesizers to maintain a uniform and smooth tempo.

Usable Musical Selections:

For every level completed, the player will unlock a new music track created by the game's developers. In total, there are five tracks, each offering

its own beat and vibe. Players can choose their favorite track to play as they conquer the next challenges, adding to the game's

Tailor their journey and engagement.