**Team Name & Members**

* The team remains the same, no additional details required.

**Working Title**

* Generational Run: A Quest Through Time

**Concept Statement**

* "Generational Run" is a 2D pixel art side-scrolling platformer that challenges players to navigate through a collapsing reality, caused by a time-travel experiment gone wrong. Players assume the role of a scientist equipped with medieval armor and futuristic gadgets, including a grapple hook, sword, shield, and the ability to stop time. As different eras merge, players must race against time to find a way back home, facing obstacles and enemies, such as futuristic turrets and snipers, along their journey.

**Genre(s)**

* 2D Side-Scrolling Platformer with elements of puzzle-solving and action.

**Visual and Audio Style**

* The game employs a detailed pixel art style that captures the essence of various eras, blending medieval aesthetics with futuristic technology. The audio combines chiptune melodies with modern sound effects, enhancing the thematic contrast and immersion in the game's diverse worlds.

**Game World Narrative**

* In a distant future, a scientist's attempt to unlock the secrets of time travel inadvertently opens a wormhole, threatening the fabric of time and reality. As the world begins to collapse, merging different eras into a chaotic confluence, the scientist, equipped with only a handful of futuristic gadgets and clad in medieval armor, embarks on a perilous journey to reverse the catastrophe and return to his time.

**Core Loops**

* Players navigate through the game by moving left and right, jumping, crouching, climbing walls, and performing double jumps. The use of special powers like the grapple hook, sword, shield, and time stop are essential for overcoming obstacles and enemies. Success in the game is measured by the player's ability to adapt to the rapidly changing environments and to use their limited resources effectively.

**Objectives and Progression**

* The primary objective is to traverse the collapsing worlds, using agility and special powers to overcome obstacles and enemies. The game's progression is marked by the player's ability to survive against increasingly difficult challenges and to navigate through the merging eras. Collectables and power-ups scattered throughout the levels provide assistance, while checkpoints serve as milestones and temporary safe havens.

**Game Systems**

* The game's mechanics revolve around traditional platforming elements, enhanced by the inclusion of special abilities and powers. The dynamic environment, influenced by the collapsing reality, introduces unique challenges and puzzles. Enemy AI, including turrets and snipers, adapts to the player's progression, requiring strategic use of the player's abilities to advance.

**Interactivity**

* Interactivity is a cornerstone of the game, with players engaging in both combat and exploration. The controls are designed to be intuitive, allowing for seamless execution of movements and abilities. Environmental puzzles and obstacles require creative problem-solving, making use of the game's physics and the player's toolkit of abilities.