**Project Metadata**

**Team Name:** Time Weavers

**Team Members:**

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**Game Title:** Chronochaos

**Engine Used:** Pygame (Python)

**Target Platform(s):** PC (Windows, macOS, Linux)

**Game Description:**

* **Game Concept:** In ChronoChaos the Player has been cursed by a witch due to which he is fragile and has very less time to live. He can not stay in the proximity of the witch for more than 5 seconds and also dies if the witch's minions hit him. Due to the curse the controls of the game keep changing at random times. So at first controls are normal WASD but then for left it becomes D and right it becomes A. Then for jumping it becomes space. The player must first achieve 1000 points by killing the minions, reach the maze and defeat the witch to achieve Victory.
* **Core Mechanics:** The game involves player movements across an extensive map by killing incoming enemies (the minions of the witch) and then killing the witch by traversing the maze. He is supposed to use WASD to move but the these controls can change randomly at any time implemented using the random library. This game allows usage of PyGame Engine to a great extend.
* **Gameplay:** This game is fun to play, with even the easy level being very hard to play. The player's main objective is to traverse the maze, while defeating the enemies in the way, created by the witch. After traversing the maze, the player must face the witch in a final battle against a ticking clock, with his life at stake. This makes the gameplay more intense and interesting.

**List of Themes and How They're Implemented:**

* **Fragility:** The Player due to the curse has encountered fragility and will die in any of the following cases: a) He only has 2 minutes to live  
  b) He dies if he hits the witch’s minions  
  c) He dies if he stays in close proximity of the witch for more than 5 seconds.
* **Changing Rules:** The Player due to the curse has encountered the problem of changing game controls so at any random time in the game:  
  a) His left right movement keys get swapped:  
  a.1) Normal : W/A/S/D  
  a.2) Reversed : A ↔ D  
  a.3) Jump changes from W → SPACE  
  b)His jump key is switched to the Space Key