

Release Documents

TimeNexus

Summary

TimeNexus is a simple platformer where the player can “scroll” through temporal states of some objects in order to solve puzzles.

Feature List

- Realistic Graphics
- Jumping
- Walking
 - Running
- Looking around
- Interacting with objects
 - Interact-Text (“Press E”)
 - Simply via input
- Time Scrolling Gun
 - Changes the object’s time
 - Time scrolling effect
- HUD
 - Health bar
 - Crosshair
- Dying
 - Traps
 - Arrow-shooting walls
 - Spikes
 - Boulders
 - Statues
 - Flamethrower
 - Falling into the void
- Teleportation ([Portal](#) style)
- Completing a level

- Loading a new Level
- Main Menu
 - Start the game
 - Exit the game
- Pause Menu
 - Resume the game
 - Checkpoint
 - Save
 - Load the last one
 - Exit the game
- Level 1
 - Picking the gun up
 - Moving rocks using time scrolling
 - Opening a door
- Level 2
 - A labyrinth
 - A fire spewing lion statue
 - Spike Traps
 - Boulder Trap
 - Dart Traps
 - Seamless Teleportation
- Level 3
 - Creepy skulls
 - Welcome to Eldorado, I guess

Known Issues

- A few roof-rocks in the first level don't have any physics colliders, you can fall through them
- You can mess up your checkpoint, which requires you to restart the game
- Game crashes when opening the pause menu in the third level

Controls

WASD: Movement

Shift: Sprint

E: Interact

P: Pause

Left mouse button: Clicking on buttons

Mouse wheel: Scrolling through time

License

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Credits

- Attribution

- <https://sketchfab.com/stefnotch/collections/cc-attribution>
- <http://www.mb3d.co.uk/mb3d/Stone\ and\ Rock\ Seamless\ and\ Tileable\ High\ Res\ Textures.html>

- CC0

- <https://www.zapsplat.com/music/science-fiction-laser-2-3/>
- <https://cc0textures.com/home>

- Credits

- TimeNexus uses the Flax Engine
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