Features and Issues
TimeNexus

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