

# Release Documents

## TimeNexus

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### 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

## Change Log-v1

TODO: Just copy the feature list

## 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

## Controls

WASD: Movement

Shift: Sprint

E: Interact

P: Pause

Left mouse button: Clicking on buttons

Mouse wheel: Scrolling through time

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- <http://www.mb3d.co.uk/mb3d/Stone\ and\ Rock\ Seamless\ and\ Tileable\ High\ Res\ Textures.html>

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

### - Credits

- TimeNexus uses the Flax Engine  
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