

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

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