Time Jam

# Concept

You play as a **character** **investigating** the abandoned, overgrown ruins of a past society. You don’t know the language, culture, ect. You must piece together people’s **schedules**, and determine what happened that caused the society to fall.

**character**

* Thinking of some sort of bird, very *a short hike*

**schedules**

* Schedules comprise many things, it can be what someone does
  + Daily
  + Weekly
  + Seasonally
  + On a special day (holiday, ect)
* A large part of the game is piecing together what happened on the day the society fell, thus you determine the timeline on the day of that collapse
* The clock, and calendar must be figured out through puzzles
  + Although I’ll give the clock [at least, the waking hours] in the first puzzle
* You input these schedules into a calendar interface, similar to google calendars
  + The game gives you blocks representing things that happen, you determine
    - Start time
    - End time
    - Who’s schedule it belongs to
  + And nothing else
* The schedules all end at 10pm, this can be subverted in the future.
* You are given a blank schedule and the ability to insert items. Very obra dinn-esque, you can choose from a top level list (ex eating, travelling, ect)
  + Items have a location, that’s it

**investigating**

* As the world is overgrown, many details are partial or missing
* The world itself can be difficult to navigate, with shortcuts that are found
  + For instance, a shorter-than-expected commute time for someone between two events would necessitate a hidden path the player doesn’t know about, but can find.

# Puzzles

## Tutorial puzzle

* A gate, a guardpost (dead guard inside), and a sundial
* Inside the guardpost is a book of records
  + How is this preserved?
  + Also some doodles
  + The records indicate a pause of about an hour, followed by a flurry of people. There’s some method for queueing outside
    - Meant to interpret that people lined up, and guard was out getting lunch (apple cores on desk?)
* You can cross-reference this with the numbers on the sundial, to determine the times the guard was in vs out

## General things

* After passing the first gate, there need to be a couple more standard puzzles
* The problem is we can’t be in places where people are coming and going, we need to be in places where they are

Puzzle:

* Fishing shack on river, small house
  + Contains dead fisher sitting on river with fishing pole, inside is SO in only bed (clearly for both of them)
    - A ray of sun illuminates the bed very brightly off of a precariously balanced mirror, clearly set up so that they wake up with the sun
    - Sundial outside, maps this to time (also has markings for when they eat food)
  + In the kitchen there’s washed dishes, dishes in basin, dishes on table fruit (from produce cart we saw), and fish
    - Recipe book, with cook times in it, fire with cooking rack (or whatnot) outside
  + Morning: both wake up, one goes to fish, other goes to get fruit
  + Both eat lunch
  + One starts cooking dinner, other goes to sell the fish at a clearing
  + Once dinner starts slow-cooking on fire,

Puzzle idea

* Produce cart, clearly horse drawn
  + Can track who’s it is from guard book
  + Has stacks of boxes in the back, some are full of (now fully rotted, sprouting) fruit, some are empty
    - Are fruit based on the seasons?

# World

## You

* You play as some sort of cute little bird guy.
* You need to report back to HQ with your investigations (this is how your schedules are confirmed correct or not)
  + HQ name?
  + Character working at HQ?

## Abandoned society

* Within some sort of forest?
* Their downfall must have something to do with messing with time, because that’s cool
* Needs semblance of progression as you get closer
  + Tiered city on one side of a valley, waterways/waterfalls cascade down
  + You complete the tutorial and walk down the other side of the valley, getting a really good look at things

Downfall:

* People’s schedules need to be interesting, multiple secret sects, people spying on secret sects, schedules not lining up