1. Character Design
 A . Player:

A history graduate. After graduation, she rent a studio. One day she receives a mysterious delivery, which she discovers is a time machine. I secretly tried it in the studio. The strange thing is that on the second day of using the time machine, someone came to her studio and asked her to help.

Role Design:

Player:

Player
→Brown hair (short)

→ hardwear clothes

→ tanned skin.

B. Elysia

Elysia has a very ordinary face and wears a pair of glasses. Her outfits are simple, but each piece has been carefully selected to ensure that it does not look out of place in any era. Her eyes are deep, as if hiding an endless story.

C. Lysander

Lysander is a wanderer of time. Long, long ago, he was banished by the Time Administration, making it impossible for him to stay in the same era for more than a year.

Lysander
- Black shore hair
- Huge backpack
- beige clothes
- very handsome

D. M3-TA

M3-TA is a parenting robot, and one of the first robots to have free will. After a long period of self-learning and programming, the M3-TA gradually realizes the rights of the robots as a race and decides to lead them to revolt against human domination.

M3-TA
- White Metal
- Blue eye
- really cute (contrast to personality)

E. Nakoma

Born into an ancient tribe, Nakoma was respected and worshipped as a child because of his innate ability to communicate with nature. Over time, he became the shaman of the tribe, responsible for communicating with the gods, performing various rituals and prayers.

Nakoma·
- moustache
- Dark skin
- Necklace
  Leather Deco
· Hold a staff

F. Orinon

Orinon is a member of the Time and Space Administration, and her job is to keep the timeline fair. He was also player's college senior. On official business, she came to the player's studio

Orinon.
→ Dark purple hair
→ Dark Robe
→ Necklace
→ Golden decos

2. Quest Design

Teaching of Time

When player uses the time machine for the first time, she travels through time without preparation, causing the a severe adverse reaction. But she just happens to be rescued by Lysander. He decides to teach the Player some basic time-travel skills.

Quest goal: 主 The Player needs to navigate a dynamic time-space tunnel and use skill to avoid obstacles and reach their destination safely.

Influence： Player initially establishes a trusting relationship with lysander, which lays the foundation for Player's subsequent adventures. Player learns of the existence of time fibers. And lysander and Player arrived at the studio, ready to teach Player more.

Quest 1:
Scene 1: Studio

Time Machine
Transparc to
other timeline

Computer
Foundation:
1.Quese
2.Skill

Scene 2: Progress

→ Every time.

→ Time Travel progress interface

Level Design:

Dark Background

→ Player

→ Barrier

White background

Instruction:
The player needs to use
keyboard to avoid flying
barriers until the
background turns from
black to white.

Quest 2:

One day, an ancient shaman suddenly appeared in Player's studio. He tells Player that he used the ritual to find Player and hopes that Player can go to their time and space to help him complete the ritual of their tribe. In this quest, a girl needs to be sacrificed. Player and L repeatedly tried to dissuade them, but decided to respect the tribe's customs.

quest goal: Help the nakoma complete the ritual and protect the tribe from the gods. We need to enter the temple and find a mysterious stone that has been lost.

influence: Everyone thought the ceremony was a success. After the sacrifice, the girl disappeared, and nakoma believed that it was the power of the gods, but it was in the fluctuation of time that elysia gained the power of immortality. But it took Player a long time to realize this.

Quest. 2: Scene 1:

→ Place of the ceremony   A pattern.   Temple

Forest

Level Design:
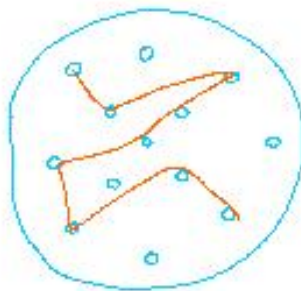

Click the door of temple
appear a jigsaw puzzle

→ A square jigsaw. 12 pieces,
put it togther to enter the temple

→ There r some putterns: |

Scene 2: Temple's Interior:

A puzzle
inside is a GEM
key item of the
quest !

Level Design:

Instruction:
There r some dots on the stone plaoform,
player need to remember the complex
pattern on the tree, by connect dots
to the pattern, player can get
the GEM.

Quest 3: Fragments of Memory:

Orinon appears after Player makes several attempts to time travel. Orinon, a member of the Time Authority, senses the unusual time fluctuations in Player and comes to Player's studio to investigate. After arriving at Player's studio, he finds that Player is his younger sister in college. She asks about Player's relationship with Organization a. Player was surprised. Meanwhile, Player discovers that L is missing, but player has an idea. Because I talked about hiding from the time control.

orinon was also surprised to see that Player did not seem to know about Organization a. She and the organization believed that Player's behavior might have a significant influence on the flow of time, so she chose to stay at the hostess for the time being to investigate. For the arrival of elder sister, she is actually very happy.

In the process of getting along with orinon, orinon reveals that he does not just want to be a guardian of time, but wants to master the nature of time. She begged the Player to retrieve the fragments of time scattered throughout the ages to help her gain the power of time. In exchange, she gives Player information about Organization a.

quest Goal: A long-term quest to collect Time fragments over each expedition.

influence: Player learns of the threat from Organization a and has a powerful partner.

Quest 3.
Scene: Studio

Introduction:
This quese is a longterm quest.
only have a conversation now.
So just have one scene.

Player needs to find fragments of time in other timeline scene.
Every scene have a fragment hidden.

Fragments Like:

OR

· Crystal
· Colourful
· Small in Scenes
· Maybe were destroyed

Quest 4:

Elysia approached Player as a history researcher, saying she was looking for some ancient documents to complete her research.

quest Objective: The Player explores a medieval village and decrypts it to obtain an ancient book.

influence: The ancient books acquired recorded some history about Organization A. Through reading and consulting the materials, Player found that Organization did not only do bad things. In this quest, different attitudes towards Organization will be selected according to the skills and choices selected by the Player
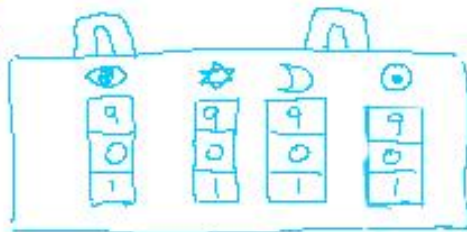
Quest 4:
Scene 1: A village.

Abandoned house (Locked)
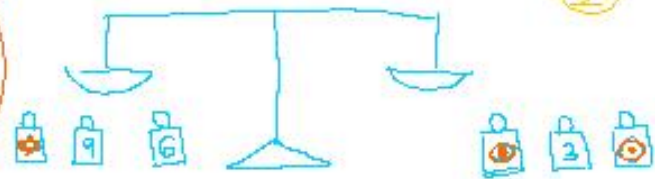
Older's home.

Level Design:

①

The locker of house
Player needs to open the locker then enter to house.

There is a balance.
Player needs to count the number of such symbol to open the locker

→ In older's house ②

Scene 2: House inside.

Click the clocks to trigger chat.

A fragment

Click cabinet to get a (book)

Key item of this quest

Quest 5:
On a rainy day in his studio, Player sees a robotic figure on his phonograph. After introducing himself, M3-TA tells Player that he is from a distant future where robots are oppressed. He needs Player to find a piece of code for the robots. Organization A is also looking for this code, and if they find it first, it could lead to the total destruction or even more severe control of future robots. Hopefully Player will find this source code.

Quest Goal: Access confidential documents by breaking the firewall of the computer through a puzzle game on

the computer screen.

Influence: Player unwittingly participates in a future political struggle, laying the groundwork for a future robot uprising.

Quest 5.   Scene 1:
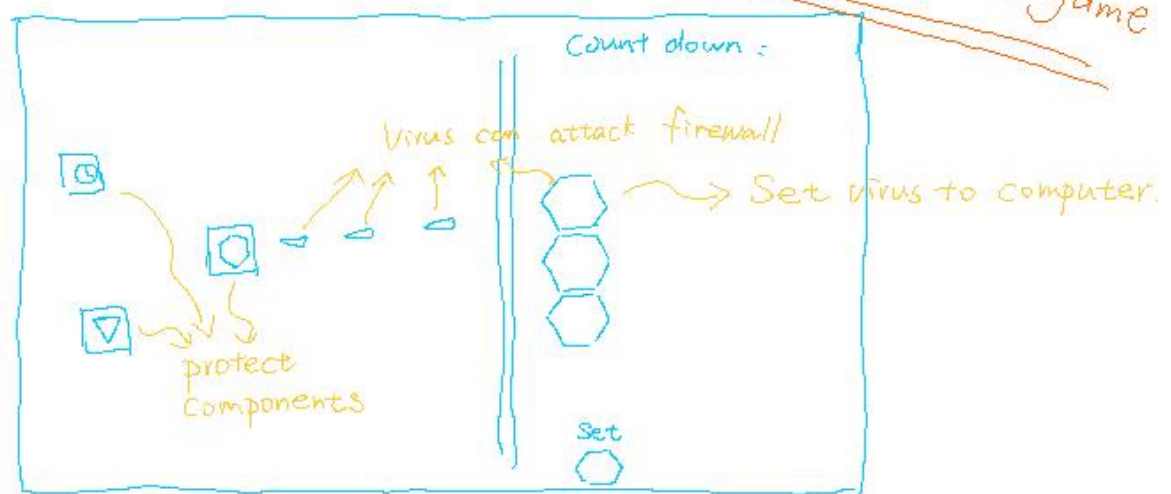
Interactive with the monitor

Level Design:

A puzzle on the monitor

Like a tower defense game

Count down:

Virus can attack firewall

Set virus to computer.

protect components

Set

Intruction: Player need to put virus in computer to destory the firewall, and take the key document.

Quest 6:

Elysia claims that certain events have been incorrectly altered in different eras, resulting in a "vortex" in time. These ripples can have an impact on the future that is hard to predict. She hopes that Player can help her correct one of the "vortices" and restore history.
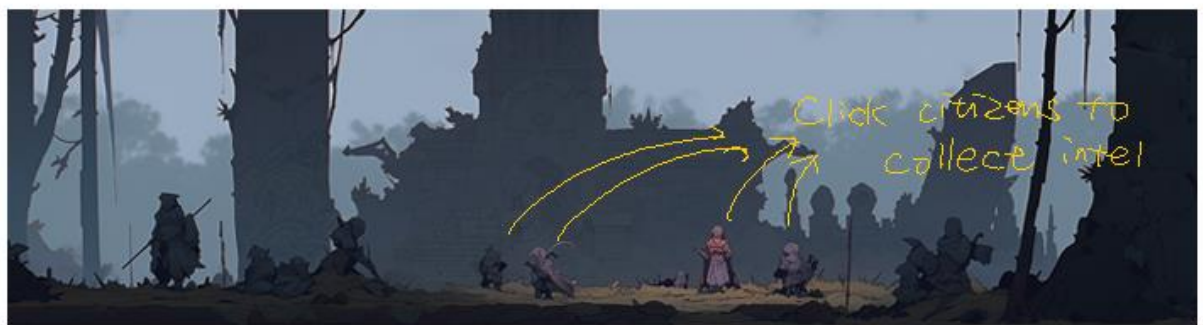
influence: After a period of time, Player realized that he had actually helped Organization A do some bad things and changed the history.

Quest 7.

Scene 1. JAIL

Survey Jail to collect intel

collect intel

Chat with convict
Save him

Scene 2: Square.

Click citizens to collect intel

Level Design:
After collect intel, player needs to save the convict via answer some questions.

1. What was him crime?

2.

3.

Quest 7:

    After a quest, the Player receives another signal from lysander. In contrast to his previous concerns, lysander asked the Player to help him take a deeper look at a temple in ancient Japan. In the process of wandering, L believes that this temple has A very close relationship with Organization A, and invites Player to go to the temple there with him to investigate.

Quest Goal: Player enters the temple and returns with an ancient sutra through searching for clues and conversations with the monks.

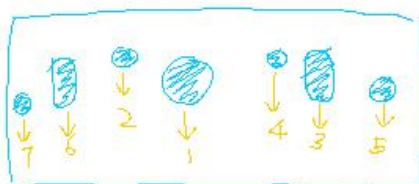**influence:** By cracking the book, player and lysander discover a secret of Organization A

Quest 6. Scene 1: Temple

Enter Temple

Scene 2: Temple Inside:

Click to start puzzle

Level Design:

Game start, both lanterns are dim.
Then lanterns will have a music and light up in order.
Player needs to re-light lanterns in order.

Scene 3: Interior of a sercert room.

Interactive with books get the Sercert Book

key item of the quest

Quest 8:
In the future, a robot uprising led by M3-TA begins and Player must make a choice.

Quest Goal:M3-TA requested a conversation with Player, hoping to get her support. And the representatives of Organization A will seek out Player and want her on their side.

influence: Show different endings to the robot revolution depending on the player's choices. Supporting robots, for example, may lead to their freedom, but it may also lead to greater chaos; Supporting Organization A may ensure space-time stability, but at the expense of robot rights
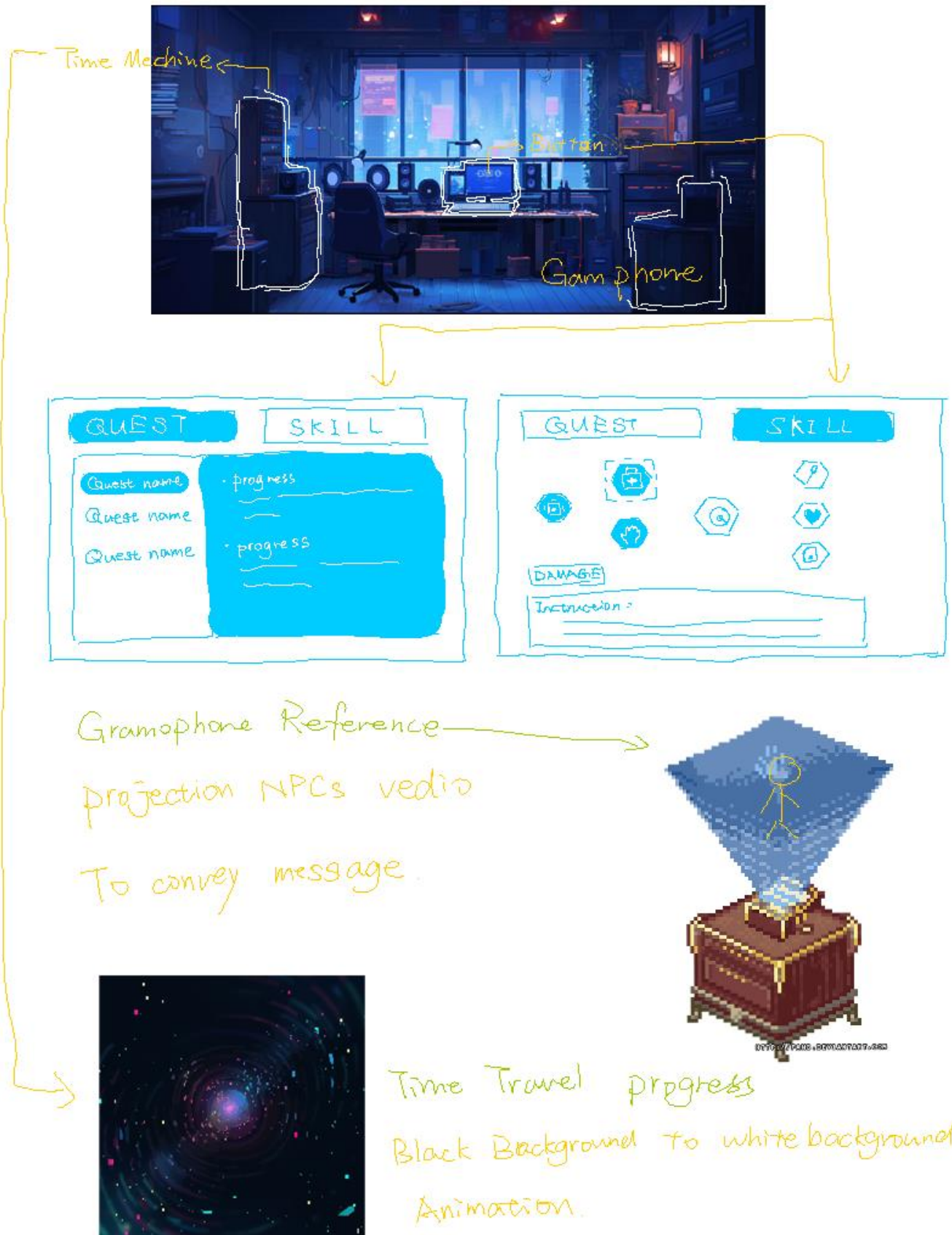
Quest 8:
Scene 1: Robot Army Base.

UI Design:

Interface Design:

1. In the studio

Time Machine

Button

Gam Phone

Gramophone Reference

Projection NPCs vedio

To convey message

Time Travel progress

Black Background to white background

Animation.

Interface Design 2:

Button

Backpack

+ 2 3 4 5

Touch   Pull Down

QUEST   SKILL

Quest name   · progress
Quest name
Quest name   · progress

QUEST   SKILL

DAMAGE
Instruction