TimeWanderer: Temporal Odyssey

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Gamer Type: explorer, achiever, socializer, killer
Target Audience:
- Players aged 18 and older.
- Enthusiasts of action games, adventure RPGs, and gaming narratives.

Target Platforms: PC, consoles
Genre: Action-Adventure, fantasy RPG
Number of Players: 1
Projected Release Date: 2026

High Concept Statement

In the distant future, as a result of various experiments and time manipulation, the temporal balance has been disrupted. Time is unraveling, history is shattering into pieces, and different time periods are intertwining and changing. You are an ordinary citizen who disagrees with the state of the world and embarks on a quest to restore the flow of time. Your journey takes you to dark mountains where you discover a miraculous amulet. Thanks to it, you become a solitary time traveler, chosen to restore balance in the forgotten realms. Armed with a magical amulet that opens the gates of time, you will cross the boundaries of the past, present, and future.

This open-world action-adventure RPG offers players the opportunity to leave their own mark on time, battle dark forces, solve mysteries of the past, and shape their own destiny. Your decisions not only influence the game but also the history of the world itself.

Core mechanics: Time Travel -> Explore -> Conquer -> Improve

Feature Set

- Time Travel: The main game mechanic is the player's ability to time travel with the help of a magical amulet. This mechanism allows the player to move between different time periods in the game world. Each era is significantly different in terms of environment, characters, and challenges, providing the player with new opportunities for exploration, interaction, and problem-solving.
- Conversations and Dialogue Choices: The game features non-linear dialogues where the player interacts with various characters and has the option to choose from different dialogue choices. These conversations can influence the development of the story and relationships with NPC characters while also providing important information and advice.
- Exploration with Semi-Generated Node Networks: Players will explore various areas of the game, with some of them being associated with main quests leading to the resolution of the main story. The network of nodes spans across different eras, and movement between nodes is possible, which players will refer to as "time-traveling between eras."
- Combat System: The game's combat system combines several elements. On one hand, there is a time-based system for selecting abilities with a recharge timer, where players must plan their tactics and ability choices carefully. On the other hand, there is a significant skill-based aspect where players need to move their character from left to right to dodge enemy attacks. This mechanic draws inspiration from games like

Audiosurf and Guitar Hero, and players will need to hone these skills to survive challenging battles.

● Character Improvement: Players will have access to an improvement menu where they can buy and sell items, enhance their weapons, armor, and character abilities. This allows them to tailor their hero to their preferred gaming style and strategy.

Player experience goals
● Offer players a dynamic world to explore.
● Allow players to customize their character and play according to their own preferences.
● Give players the feeling that their decisions influence the story and the world.

Team Roles:
Game Designer:
- Designing game mechanics, puzzles, tasks, and gameplay progression.
- Creating levels and game environments.
- Defining the game rules and balancing difficulty.
- Collaborating with the story writer to ensure consistency between the story and gameplay.

Programmer:
- Implementing game mechanics.

3D Artists:
- Creating 3D models of characters, environments, and objects.
- Texturing and animating characters and objects.
- Designing visual effects and animations for combat and spells.
- Optimizing graphic assets to achieve high visual quality.

Story Writer:
- Writing the game's script and character dialogues.
- Crafting a branching narrative with multiple endings based on player decisions.
- Maintaining story continuity and character development.
- Collaborating with the game designer to integrate the story into gameplay mechanics.

Sound Designer:
- Creating sound effects for characters, environments, and game mechanics.
- Composing music and a soundtrack that enhances the game's atmosphere and mood.
- Implementing audio tracks into the game and synchronizing them with visual events.
- Continuously optimizing audio performance for music and sound effects.

Testers:
- Testing the game to identify bugs, errors, and inconsistencies.
- Ensuring that the game is player-friendly and playable.
- Providing feedback on gameplay, balance, and faulty events.
- Monitoring and documenting errors and reporting them to the development team for correction.

The Competition

The inspiration for the game is a combination of a fantasy world with a time-traveling element. In terms of game mechanics, the inspiration draws from the approach to time travel and combat system in "The Legend of Zelda: Ocarina of Time" and "Chrono Trigger." The unique focus on time travel, where players can traverse between different historical eras, provides a new and dynamic way to develop the game's story and world. Time travel is not just a peripheral element or a mini-game but a central part of the gameplay.

Chrono Trigger

The Legend of Zelda: Ocarina of Time

Compelling aspects / USP

The main unique feature of the game is the time-travel system, which allows players to explore different eras and alter the course of the story. We also emphasize dynamic NPCs with their own lives and narratives, making the game world immersive and authentic. The game has a branching storyline, and each decision will have consequences for the future. Furthermore, the story is rich in history, political intrigue, and moral dilemmas.