Time Bomber

"Blast through Time, rewrite history."

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Introduction

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Concept
A sentence or two describing the general concept of the game

Target Audience
Rated G
Skill level: 6+ year-olds usually have the skill required for this game

Genres
Action, Puzzle, PvE

Game Flow Summary
The game begins with a tutorial level where it introduces the player time-altering bombs, and their central quest in stopping the enemies from destroying the time balance in the universe. Players explore different diverse levels to uncover destruction the enemy has made throughout different time periods. Character progression and power-up items enhance time-altering skills, while story revelations drive the narrative forward. The game concludes with a resolution of the main storyline, but the journey continues with an open ending, where new levels can be released.

Look and Feel
Cute, vibrant-colored, pixel-style game.

Gameplay

Objectives
Challenge
Collect
Chase
Survival
Outwit
The primary objective is to navigate through levels, defeat enemies, restore landmarks, and progress through the games' narrative. Players are tasked with using time-altering bombs to overcome obstacles and uncover the reasons for the enemies' attack.

Game Progression
- Introduction and Tutorial: First tutorial level
- Main missions and storyline: Second through fifth level
- Character Progression: Players unlocking new bomb types and power-ups
- Story Revelation: Player uncover why the enemies are trying to destroy time
- Resolution: The main storyline concludes, but leaves with an open ending

Mission/Challenge Structure
Each level has a main landmark the player needs to recover. The player must destroy all the enemies and retain the Rewind Bomb to rewind the destruction. Each level will have its own environmental challenges where players will also have to overcome.

Mechanics

Rules
Players are tasked with using time-altering bombs strategically to overcome enemies, and save the world's balance in the game.

There are four bombs:
- **Normal bomb**: The bomb inflicts damage to enemies, objects, or obstacles within its blast radius.
- **Pause bomb**: Freezes time within its blast radius, immobilizing enemies and objects temporarily
- **Rewind Bomb**: Reverts time in a specific area, undoing enemies' destruction in the land mark in th e level

- **Fast-Forward Bomb**: Accelerates time within its range, causing enemies or self to move faster.

Power-up items:
- **Speed Elixir**: When consumed, the player's movement speed temporarily increases.
- **Bomb Booster Crystal**: The crystal increases the radius of the normal bomb.
- **Bomb Amplifier:** Increases the amount of normal bombs the player can release.
- **Holo-Shield:** The shield makes the player invincible temporarily.
- **Mega Booster**: When released, the mega booster increases the normal bomb's destruction radius to across the map.

Game Model
Players use time-altering bombs during combat with enemies. Players can interact with the game environment like rewinding destructions.

Physics
There's no gravity physics in the game. It is a top-down-left-right game.

Economy
Players have a limited supply of time-altering bombs.

Character Movement
Characters move up, down, left and right. Characters don't jump. They can release bombs.

Objects
Four different bombs. Normal bomb, Pause bomb, Rewind Bomb, and Fast-Forward Bomb.
Five power-up items. Speed Elixir, Bomb Booster Crystal, Bomb Amplifier, Holo-Shield, and Mega Booster.

Actions
WASD and arrow keys to navigate characters. Once the character hits power-up items, it is automatically collected and applied. Players can choose to release different time-altering bombs using left mouse clicks. And use the space button to place bombs across the map.

Combat
Players can use normal bombs as a combat tool to defeat enemies. Players can use a combination of time-altering bombs, power-up items, and normal bombs to create powerful combo attacks.

Game Options
Two play modes:
1. Set amount of enemies, and set amount of lives the player has.
2. Respawning enemies, and unlimited lives.

Replaying and Saving
There's no saving points within the level. The game saves your progress of completing levels.

Story and Narrative

Backstory
In a future where time can be manipulated, its misuse has caused time to become unstable, creating anomalies like time loops and unpredictable realities. An organization called the Timekeepers believes that the Hourglass Medallion, an artifact split across various eras, can fix these distortions. To retrieve the medallion pieces, the Timekeepers train individuals, named Time-Bombers, to use special bombs that control time, helping them navigate challenges and battle the rogue Temporal Bandits who want the medallion for evil purposes. Players take on the role of a Time-Bomber, navigating different eras, and using bombs like the Pause Bomb, Rewind Bomb, and Fast-Forward Bomb to tackle challenges. The final challenge uncovers the truth of the top Temporal Bandits, revealing a deeper conspiracy that threatens the fabric of time.

Game World

General description
Each level has its own distinct look and feel. Gets more and more time-altering bombs and power-ups when the levels get higher and also more challenging. The world is a blend of historical accuracy and science fiction. From dystopian futures to ancient civilizations.

How to relate to the rest of the world
The game world is interconnected through the time machine, and players can select different missions/levels. Players can access different levels as they progress through the game.

What levels
There are five levels for now.

Connections to other areas
As players advance through the game, they unlock the new area. The game ties these areas together. The connections between different areas in "Time Bomber" serve to improve the gaming experience, promote exploration.

Characters

Important Characters

The Protagonist
- Back story
    - A time bomber from Earth trained by the Timekeeper. Having witnessed how chaotic time can have a serious impact on ordinary life forms, the protagonist joined Timekeeper's timebomber training program with the ambition of "correcting this wrong", and went into battle. Since from Earth, the protagonist knows the geography and history of the planet, so Earth is the main battleground for the protagonist.

- Personality
    - Extremely strong sense of justice,
    - firm ambition - must return time to its normal course,
    - Decisive in the actions and unflinching in treatment of the enemies.

- Abilities
    - Use bombs to destroy enemies and objects
    - Collect power-up items to fight enemies or expand the power of the bomb

- Relevance to the story
    - Fighting the forces of evil as a protagonist

- Relationship to other characters
    - The protagonist dreams of defeating the Top Temporal Bandit one day, and the protagonist grows up to become a time

bomber who is feared by the normal temporal bandits.

Top Temporal Bandit (TTB)

- Back story
  - TTB is from a remote planet. It lived in a place where slavery is enforced, but technology is extremely advanced. As a slave, it was fortunate enough to join a fleet on an interstellar voyage. After seeing the vastness of the universe, it became extremely disgusted with its unfree life. At this time, the time travel machines were in vogue, through which people could travel to different time and space and experience different lives. Since the time machines could create huge temporal chaos, its purchase and use received strict control from the Cosmic Federation. However, TTB utilized the loopholes in the law and obtained a large number of time machines. It quickly got rid of its slavery through these assets and established its own gang, roaming around the universe in all time and space. It believes that free from the control of linear time, individuals can gain true freedom.

- Personality
  - Melancholy
  - Calm
  - Decisive and resourceful

- Abilities
  - Moves fast
  - When hit by it, the protagonist will be teleported to a random location on the map
  - To be continued…

- Relevance to the story
  - TTB is the final villain. Defeating it means being able to end the game.

- Relationship to other characters
  - TTB is in charge of all Temporal Bandits, and during its long and reckless life, it gradually feels threatened by the protagonist.

Levels

Level 1:
3100 AD, Training Day-player will learn how to use each of the bombs in this level, where they fight against training bots in a simulation room.
Level 2:
3200 AD, Player is sent to a dystopian future, the world appears to be depleted of life, major resources, and water. The world can be saved, but the player must fight aliens who have taken control of the Earth by traveling back in time.
Level 3:
1858 AD, London, England. Aliens have traveled back in time, the player will be sent back to stop them from destroying Big Ben one year before it was completed.
Level 4:
153 AD, Rome. Player is set up in a trap, and now must battle against alien minions in the colosseum.
Level 5:
2700 BCE, Babylonia. Reverse the damage done to the Hanging Gardens of Babylon as well as defeat the alien's leader in a showdown.

Interface

Visual System
HUD: The game will feature a heads-up display showing player health points, bomb number, special bomb, and other important information.
Menus : Menus will allow for character selection, map selection, Difficulty adjustment, quit,setting,and more.
Camera model: 2D Top View Angle

Control System
The control system is simple, the player uses WASD and arrow keys to move the character and the left mouse button to choose the type of bombs, and uses the space button to release bombs or use skills.
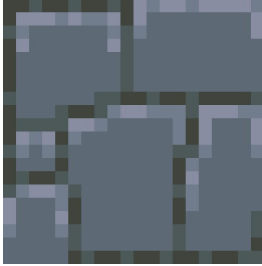
Audio, music, sound effects
Exciting pixel 8-Bit-style background music, specific sound effects every time the character moves, different bombs accompanied by different sound effects every time they are used
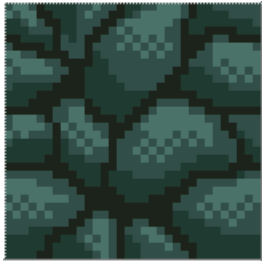
Game Art
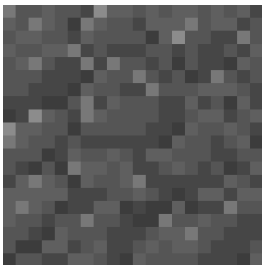2D pixel art, smooth cartoony assets
64x64 assets

Examples

Brick

Cracked Rocks

Smooth Rocks

Help System
A help menu system will guide new players on how to play the game and understand game mechanics.