

# **Nexus Of Time**

## **The Quest to Free Princess Wenda**

Date - 3/29/2008

### **Genre**

Action RPG

### **High Concept**

Nexus of Time is an action RPG that allows a player to traverse forward into a dungeon, unable to go backward. At the time of his death, or at the player's choosing, the hero activates a spell that allows him to travel back in time to restart his quest from an earlier point, with new tools at his disposal as well as his previous self.

### **Premise**

In this game, players will control the hero, Clyde, a sword-wielding time mage from the town of Highwind. He has been King Leo's right hand guardian for some time and finds himself tasked with bringing Princess Wenda back to safety after her unfortunate abduction. His magic is unfortunately not powerful enough to travel back in time to a point where he can prevent it, however he is able to travel far enough back that he can track the assailants to their stronghold in the forest. Now Clyde, armed only with his trusty sword, must venture into the dungeon and find the princess before it is too late!

As our hero progresses through deeper and deeper, he will find obstacles that are impossible to overcome. Fortunately for Clyde, as he progresses deeper and finds the tools necessary, he can turn back time by as much as an hour and retrace his steps through the dungeon, possibly unlocking new doorways with his new tools in order to better tackle his foes.

### **Goal**

*The goal of Nexus of Time is to travel through the entire dungeon, discover who has captured the princess of Highwind, and return her to safety.*

### **How It Works**

The game takes place in third person. The hero begins his quest with no abilities or tools at his disposal save his trusty sword and his time traveling powers. At the top right corner of the screen will be two timers. One timer will represent our hero's current place in time and will progress at a constant rate. The other timer will represent the farthest point in time our hero has traveled. Due to the limitations of his magic, he may only backtrack one hour from his furthest point in the time stream. The player may choose to travel back at any time in his journey, and will also be automatically prompted to travel back the instant before his death.

The timer representing the hero's current time will be colored according to how many copies of the hero exist at his current time. Green will represent him existing at a time where there are no past instances of himself. Yellow will be used for one previous instance, and red will be used for two previous instances of the hero. The hero cannot use his reversal magic to travel back to a time if it would cause four of himself to exist at any one moment. The player should be careful to keep track of this, however the time traveling display will also show a timeline with the number of heroes at each point in time. As a general rule, the player will only be able to travel back in time when his timer

# **Nexus Of Time**

Date - 3/29/2008

## **The Quest to Free Princess Wenda**

is not colored red. Even then, the amount he may travel back can be severely limited based on his previous time travel.

As Clyde progresses further into the dungeon, he may find levers or switches that unlock previously locked doors, but will be unable to go backward in the dungeon at all, or just not make it back in time before the door closes. Thus, it is the player's responsibility to remember at what points in time he presses each button or lever, and perhaps time his actions accordingly. When he is ready (or forced) to travel back, he can access the passageways at those times. In order to make the game more playable, a map will show when the player presses a lever to indicate where in the level a passage has been revealed. These passages may hide new weapons, tools, or stone tablets detailing new abilities the hero can learn.

All manner of creature can be found lurking throughout the dungeon, however from time to time, Clyde will find himself face to face with a more powerful boss creature. These battles will be incredibly difficult, though nothing will be stopping the hero from winning them outright. If Clyde falls, then he will be able to activate his time travel magic to go backward up to an hour. He can then collect more tools and re-enter the boss's room. On re-entry, he will see another copy of himself battling the boss. This copy will be slightly transparent, and will fight against a copy of the boss that is slightly transparent as well. Any damage sustained by that copy of the boss will affect the new boss's life meter, but to a lesser degree. If he falls a second time, there will be two opaque battles occurring. One will be more transparent than the other. The more clear the battle, the more damage translates to your current struggle. Skills that affect the boss images will also have an effect on the current boss as well. If the hero dies a third time, his magic will not work of course, due to the limitations of his ability and he will perish.

The last fight involves a fight against another time mage of considerable power. After defeating him, he returns with new abilities and his old self fighting by his side twice. The hero's timer here is reset to green after each time his opponent reappears with a new copy of himself.

### **Success & Failure Conditions**

Failure occurs when the hero dies at any point in the dungeon when his timer is red as traveling backward would cause four heroes to exist at the then-current time. Success occurs when Clyde travels through the entirety of the dungeon and destroys the final boss, saving the princess. For those that travel through the dungeon with a minimal amount of time travel and a relatively fast time, a deeper level of the dungeon is revealed at game's end where a more challenging encounter, and the true ending, awaits!

### **Kaiser Says:**

**Title:** Nexus Of Time

**Written by:** ShinboiAC

# **Nexus Of Time**

## **The Quest to Free Princess Wenda**

Date - 3/29/2008

### **Week # 2**

**High Concept:** The high concept is interesting. Time travel in games isn't always utilized well, but this looks like it will be different from being handed a video player remote.

**Critique:** The game appears to be very involved in the puzzle solving, which is fairly complex. There isn't an overabundance of elements into the system, but what is there can lead to some difficult tasks.

The time travel system you discuss is described very well. A feature like that can get out of hand very easily, especially with a hard limit of duplications of your character, but you describe it into enough detail to show that it'll work, and will be accessible.

However, you don't really go into too much detail about how the duplicate Clyde characters will interact with each other outside of mentioning button pressing or lever pulling. There definitely is a lot of room for fun puzzles with the system that you discuss, but I would've liked to know a bit more about them. It was definitely tough with this challenge, due to the complexity of the theme, but I would have liked a bit more detail on what challenges would be presented to the player.

You also mention that there is combat, and you give a few details about how boss battles will work. This sounds interesting, but you don't really talk about how the combat itself works. Maybe it's just the nature of this challenge requiring so much explanation, but this section also suffered from a lack of information.

Overall, this sounds like a fun game with an intelligently designed time travel system. However, the details on the rest of the game are a little gray, so it's hard to depict a full picture of what the game will be like. Perhaps if you have more room to write about the game, this concept will be more complete, but right now I'm left with an impression of "good, but not great".

**Fun:** B

**Presentation:** B-

**Originality:** B+

### **Carrot Says:**

**Title:** Nexus of Time

**Written by:** ShinboiAC

### **Week # 2**

# **Nexus Of Time**

## **The Quest to Free Princess Wenda**

Date - 3/29/2008

### **High Concept:**

The High Concept gets the point of the game across well enough, but I feel that it could have been done with fewer words.

### **Critique:**

I really like this game idea, utilizing multiple attempts to overcome a single obstacle is an intriguing, albeit oft used, mechanic in games. There are a lot of careful considerations that have to be taken when designing a game such as this though, such as the one thing that jumped out at me as I read the Treatment. Since the game only allows the player to go back in time one hour at the most, what would happen if the player sits idle for an extended period of time? It seems to me that it could potentially break the game and precautions would have to be taken to ensure that the player can't get themselves stuck just because they forgot to pause before answering the phone or something. I would imagine some sort of Time Management system in place where the player can manually select and set time checkpoints, this system should also allow them to delete or trim timelines that they've created.

It is good that you've realized to limit the number of time clones the player can maintain, both for the sheer amount of design considerations that comes with each clone and the technical limitations that will be present.

I agree with Kaiser that more detail in how the time clones interact with each other, I feel that there is something there more substantial than simple switch puzzles and I would love to see it in *Nexus of Time*.

Presentation is very solid overall, still just some minor grammar and spelling issues.

**Fun: B+**

**Presentation: A**

**Originality: B-**