Game Design Document for:

It's About Time

A Journey Worth Your Time

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Version # 3.0

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Design History

The following outlines this document's creation. Minor versions denote small changes to individual sections where major changes denote milestones or widespread changes affecting much of the document.

Version 1.0

Initial pass at design, High Concept, Common Questions, contact information and design philosophies.

Version 1.1

Initial Pass on Key Features.

Version 1.2

Added Mechanics section; Created mock-ups for attack, throw, time bubble and health; Added Competitive Analysis; Complemented Key Features Section.

Version 1.3

Added Level Design Philosophies; Added AI Design Philosophies; Added Target Market.

Version 1.4

Updated Health Section to talk about recovering health; Updated Attack Section to reflect the fact that melee attacks no no longer do damage (only knockback); Added Death Section; Added Enemies section.

Version 1.5

Finished Key Features; Added all remaining mockups and images; Added Aesthetics Philosophies;

Version 2.0

Updated High Concept to include Pinion's ability; Updated Common Questions; Changed Key Feature 1 to reflect new game direction; Updated enemies' descriptions; Added table for Knockback Distances for the enemies; Added Items reactions to Pinion's ability; Updated Level Design Philosophies.

Version 2.1

Added enemies' strategies; Added Single Player Campaign section (overview, story, length of gameplay, victory conditions); Added Game's World section; Added Game's Characters section; Added Game Interface section.

Version 2.2

Added Musical Scores, Sound Effects & Voice Acting sections; Added Miscellaneous section.

Version 2.3

Added full Detailed walkthrough section; Added all AI behaviour diagrams; Added Pinion's Puzzle Example; Added Beatchart for the single player campaign.

Version 3.0

Updated High Concept; Updated Design Pillars, Updated Key Features; Updated description for all mechanics, removed the ones that aren't used anymore and created diagrams for all the new ones; Created walkthrough for all final versions of the levels; Updated Camera Screenshot; Added control scheme for the controller.

Game Overview

High Concept

Two robot siblings in a battle to save time itself!

It's About Time is a 3D Third Person Action Puzzler where players use time bubbles to fight enemies and manipulate the environment. The player plays as 2 characters; Cog whose bubble slows time which allows the player to redirect bullets and Pinion whose bubble returns her halted environments' time to normal speed in order to solve puzzles. The characters must work together in order open each other's path forward to proceed through the dungeon-like floors that compose the massive Clock Tower where the entity known as Father Time awaits to be rescued.

Design Philosophy

Time at the Center of Everything

The main theme of the game is time, aesthetically and mechanically. As such, all the core mechanics and interactions will revolve around it. Both characters are able to create a Time Bubble that will affect each of the game's entities in a unique way. This means that every puzzle ingredient and enemy in the game is designed to make use of the Time Manipulation abilities somehow.

Both Characters Must Feel Unique

We want a game where the existence of both characters is required to offer the best experience. For this reason, each character's ability, movement and levels will be carefully designed to fit their personality. Cog Sections will focus more on combat, whereas Pinion will be focusing more on puzzles. In addition to that, the dialogue bits will flesh out each character's personality.

Overlapping Journeys

The game follows the adventures of both Cog and Pinion as they ascend the Clocktower. However, they are not together. As each of them explore the tower and face the

challenges of each floor, they must rely on each other to progress further. This translates to carefully designed levels that have the two characters exploring different sections, yet affecting each other's journey.

Common Questions

What is the game?

It's a 3D Third Person Action Puzzler game where players switch between characters and use their unique Time Manipulation abilities to ascend the Clock tower and save Father Time.

Why create this game?

Our inspiration for this game was to take the concept of Time Manipulation as a game mechanic to the next level by allowing players to control it in two different ways with two unique characters. We wanted a game that would allow for a never before seen freedom with it in a world that highly depends on it to sustain itself. We also want to mix the influence of Steampunk with Clockworks to create a unique take on a mechanical, yet living world.

Where does the game take place?

The game takes place in a colossal Clock Tower in the center of Eternia, a mechanical city from where time is created and dispersed to the universe.

What/Who do I control?

Players take the role of two robot siblings named Cog and Pinion.

How many characters do I control?

The player controls two characters.

What are the Goals/Objectives of the game?

Make your way through the floors of the Clock Tower, destroying all the enemies in your way, solving puzzles and reach Father Time's chambers to save him.

What is the main focus?

The focus of the game is to offer an incredible and fun journey that put the focus on our characters, Cog and Pinion. In this journey, we want players to feel that they have control over time itself by manipulating it with both characters and that they need to cooperate if they are to succeed in the task of saving this world. As they make their way up the tower, players will see the characters talking to each other, revealing more about their personalities and loads of time puns on Pinion's part.

What's different?

No other game handles the concept of time as our game and that is thanks to the way our main characters complement each other. What's usually seen are games that offer time rewind or stop time, but here you create a confined space where time acts differently (slower or faster) and that opens up the opportunity for players to enter that space and interact with objects inside of it in a unique way. Examples of this would be creating a Time Bubble to slow down projectiles coming towards you and redirect those to hit enemies or speeding up time to bring halted objects back to function.

Furthermore, our game offer all of that uniqueness in an mechanical environment that supports up to two characters controlled by one player in different moments.

Am I affected by the Time Bubble?

No. Players are protected from the effects of the Time Bubble. Only enemies and elements in the environment are affected by it.

Audience

Target Market Breakdown & Rating

It's About Time is aimed at both male and female audiences of ages 15+. The reason for this is the game's balance between action and environmental puzzles combined with its cartoonish art style and lighthearted approach to the narrative. Players that enjoy a mix of action and puzzle solving will also feel at home with the game.

Additionally, fans of games such as *Braid* that use time as a core mechanic are also main targets here given their familiarity with the concept of manipulating time as a key feature for their fun inside the game. As far as difficulty goes, *It's About Time*'s challenges range from moderate to hard moments which makes the game lean more towards a hardcore audience, even though it's cooperative campaign makes for an easily enjoyable adventure with friends, drawing attention of social gamers.

The game features a unique art style and a lot of colorful moments, such as ones found in the *Kingdom Hearts* franchise and for that reason it's expected that players that enjoy these games will be interested in *It's About Time*. Furthermore, most of the humor present in the game revolves around time puns in English. For that reason, the game is primarily targeted at English speaking countries.

Key Features

Gameplay
1. A new take on Single Player Campaign

It's About Time features a Single Player Campaign that follows both Cog and Pinion through their individual, yet overlapping journeys to ascend the Clocktower.
- The player controls only one character at a time.
- Cog and Pinion are never in the same room together (aside from the end of the game), but they can affect each other's sections by unlocking doors or powering up devices.
- Cog's sections are more combat-focused, while Pinion's are more geared towards puzzle solving and platforming.
- One of the items can be traded between characters to reinforce the need to switch between characters.

2. Time Manipulation

As Cog, the player is capable of creating a Time Bubble that slows down time inside its area of effect. Similarly, Pinion creates a Time Bubble that speeds up time. The catch is, the environments that Pinion explores have Time frozen, which means that by using her ability, the player brings time back to normal speed in a given radius. Enemies and objects in the game world are properly affected by each bubble (e.g. Bullets will slow down inside Cog's bubble and enemies will awake inside Pinion's). Furthermore, time will also be used as a puzzle element. For example, some rooms will have platforms frozen in time, so the player must use their time bubble to form a path by moving them enough.

3. 3D Isometric Adventure

Players experience *It's About Time* world through an fixed angled third person camera elevated above the character and angled down. Since the game also deals with different elevations, the player goes to higher ground, a fog effect happens in the floor below to give

more focus to the current one. In addition to that, players move freely in the environment, not being restricted by a grid-like system. For more details, please see the *Camera View* Section of this document.

4. Overlapping Level Design

It's About Time has levels carefully designed to offer a fun experience for both characters' sections. Cog's sections are more focused on combat, but also features a small degree of environmental puzzles, such as slowing down a platform and throw a bullet on an elevated Bell Switch, and Pinion's are the other way around. This is done to balance the pillars of our game between the characters while still highlighting each character's remarkable traits. In addition to that, even though each character's sections are isolated, they overlap at some points. For example, while playing as Cog, the player reaches a locked door that can only be opened when Pinion activates a switch in her section. It's important to note, though, that players can switch between characters at all times.

5. Enemies

Enemies play an instrumental part of *It's About Time* action moments. Each is designed to challenge the player on the use of their time manipulation powers and their items. There are a total of 5 enemy types in the game (one of them being a boss), as shown below. When players enter the Noticing range of an enemy, it begins attacking them. For details on how each enemy's AI works, please refer to the **AI Diagrams appendix** at the end of this document:

- **Mechanical Spider**:
  Movement Speed: Fast (**5 units**)
  Health: 1HP* (Damage only applies when the spider hits a wall)
  Attack: Jump at players to cause melee damage.
  Strategy: Hit them so they hit a wall and break.

Figure 1: Mechanical Spider Behaviour Diagram

- **Copper Seahorse:**
Movement Speed: Fast (**5 units**)
Health: 1HP
Attack: Shoots a stream of bullets towards players.
Rate of Fire: 1 bullet each 0.4 seconds
Strategy:
Cog: Hit their bullets back at them (can use Time Bubble to make it easier).
Pinion: Speed up time to wake them up, distance yourself and hit their bullets back.

Figure 2: Copper Seahorse Behaviour Diagram
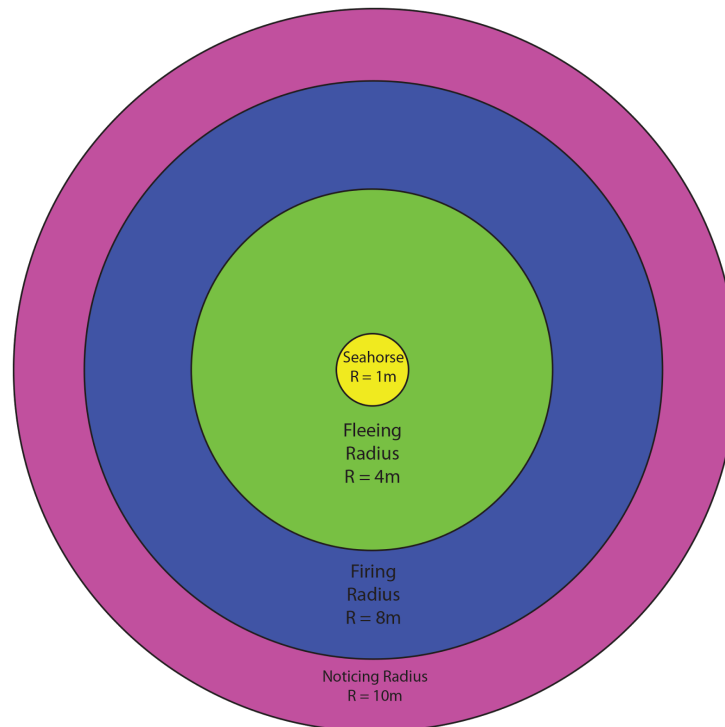
- **Cucko Tower:**
  Movement Speed: None.
  Health: Invencible.
  Attack: Shoots giant missiles at the player in **2 seconds** intervals.
  Rate of Fire: 1 large bullet per time (only shoots another when previous is destroyed).
  Strategy: Use their projectiles to get an edge in battle or to solve puzzles.

Figure 3: Cucko Tower Behaviour Diagram

- **Clocker Top:**
  Movement Speed: Fast (**5 units**)
  Health:3HP* (Dies instantly if hits a wall)
  Attack: Chases players and spins through them.
  Strategy:
  Cog: Use the Time Bubble to slow it down and hit it with the pendulum to throw it on the wall.

Figure 4: Clocker Top Behaviour Diagram
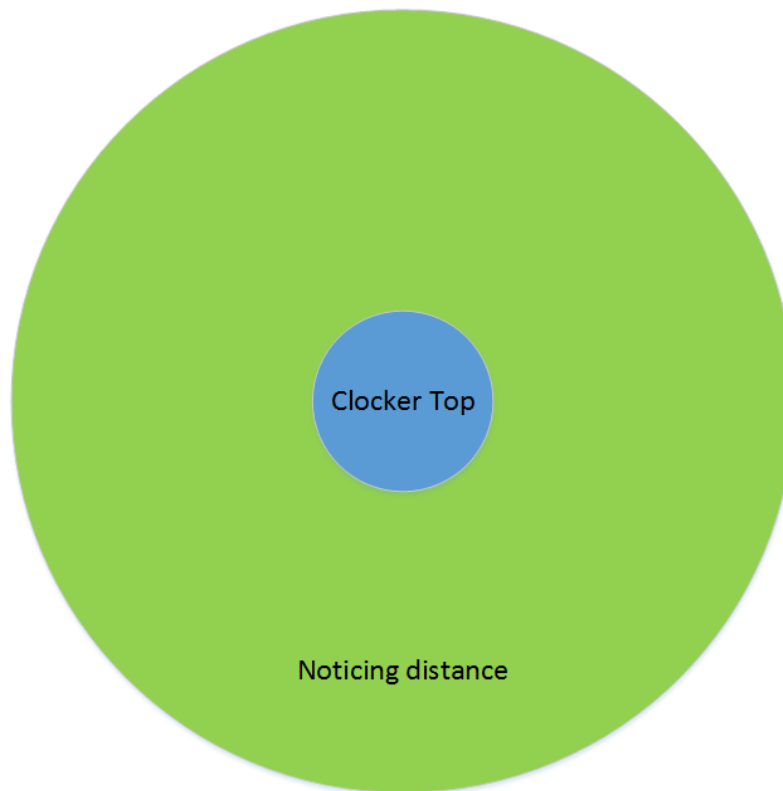
- **IndestructiBULL:**
  Description: This giant mechanical bull is Father Time's pet and it guards his owner's chambers. When angered, it fires giant missiles from its horns and it can charge at players and hurt them.
  Movement Speed (Charging): Medium
  Health: High
  Attacks: Horn Missiles, Fan of Bullets, Back Kick & Charge Attack
  Rate of Fire: 2 missiles per second (3 times)
  Strategy:
  Phase 1: As Pinion, activate the Cucko Towers around the arena to supply Cog with missiles. As Cog, grab the missiles and throw them back at the bull.
  Phase 2: Same as phase 1, however now the bullet back kicks the missiles. Players must use the time bubble to slow the bull's reaction down and allow him to be hit.

Figure 5: IndestructiBULL Behaviour Diagram
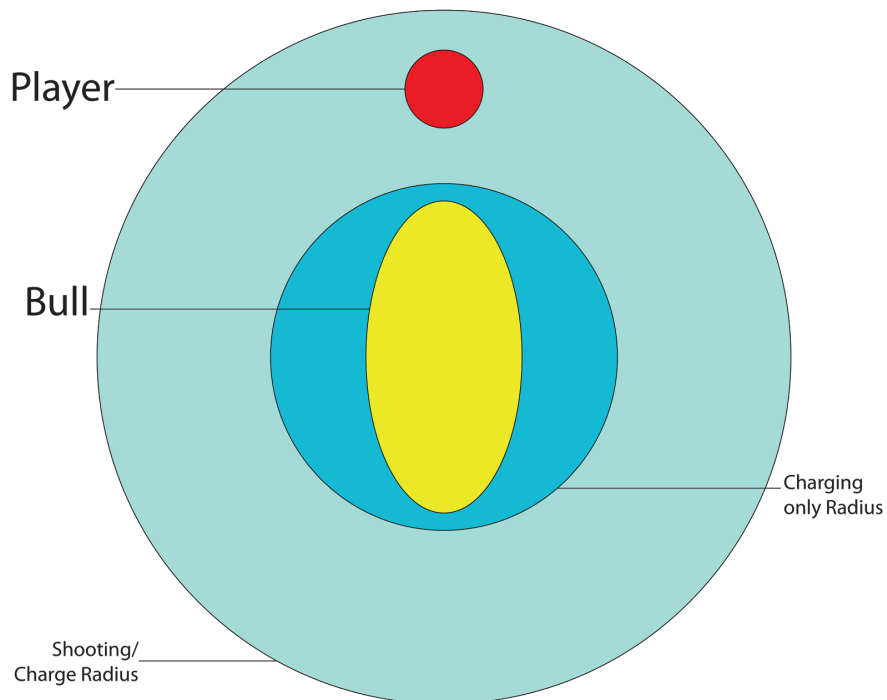
6. Puzzles

During gameplay, players will find themselves facing a variety of challenges, some of which include environmental puzzles. These puzzles are designed to test the player's understanding of each character's ability and usually require to not only use the items around them, but also use their Time Bubble to achieve the desired results with these items. Below we can see examples of puzzles for Cog and Pinion:

Figure 6: Cog's Puzzle Example

Walkthrough:

1. Player enters the room and proceeds to defeat every enemy there to unlock the Combat Door.

2. Player grabs a projectile from the Cucko tower and takes to the room past the now opened Combat Door.

3. Player jumps on top of the gear platform that is moving up and down and throws the projectile they're holding at the right time to hit the Bell Switch in 3 (Time Bubble can be used here to slow down the platform speed and make aiming easier). This unlocks a Bell Door for Pinion. Puzzle complete.
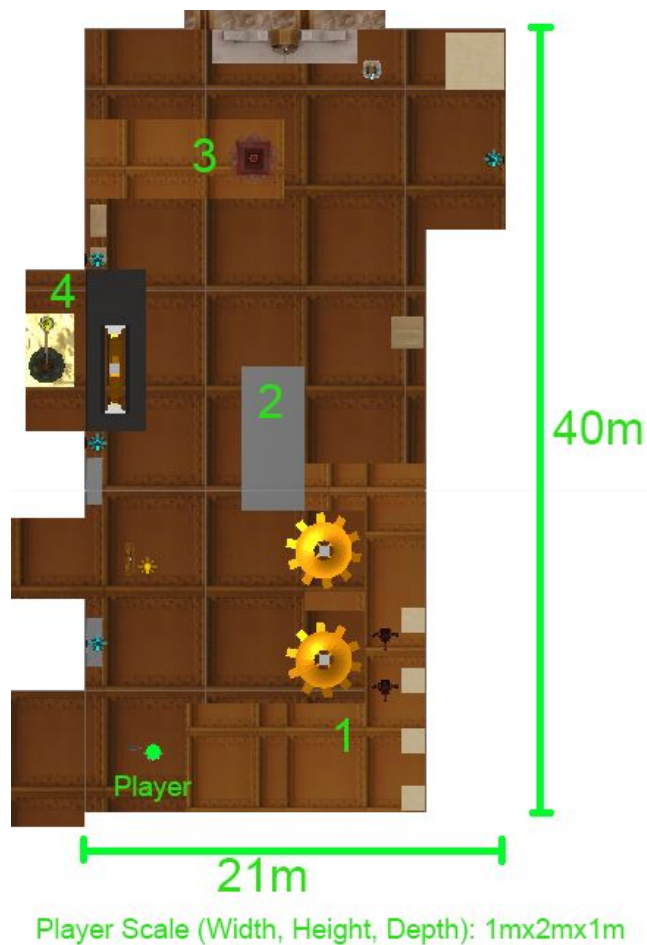
Figure 7: Pinion's Puzzle Example

Walkthrough:

1. Player enters the room and goes up the stairs at 1. Here they have the choice of waking up the Seahorses with Pinion's Bubble and defeat them or place a Bubble close to the platforms to make them raise and avoid the combat.

2. When they reach the platform at 2, players must use their Time Bubble on the Turret at 3 to make it shoot a missile.

3. With the missile in hands, players must now throw it on the Bell Switch at 4. However, there's 2 gears that may block the missile from hitting the Bell Switch. Players must use their Bubble to move the gears first, let go of the missile and use a new Time Bubble on the missile to make it go in between the gears.

4. Hitting this Bell Switch opens a Bell Door in Cog's Section. Puzzle Complete.

Game Mechanics

Cog and Pinion can move freely through the environment. They can also attack enemies with the Pendulum weapon and slow down time (Cog) or speed it up (Pinion) using Time Bubbles. In addition to that, they can interact with objects in the environment to use them in their favor. Lastly, being a machine doesn't make the kids invincible, so a Health bar system is also present for each of them. It is important to note that both characters behave the exact same way, aside from their time manipulation abilities.

1. Basic Movement

Figure 8: Basic Movement Mockup
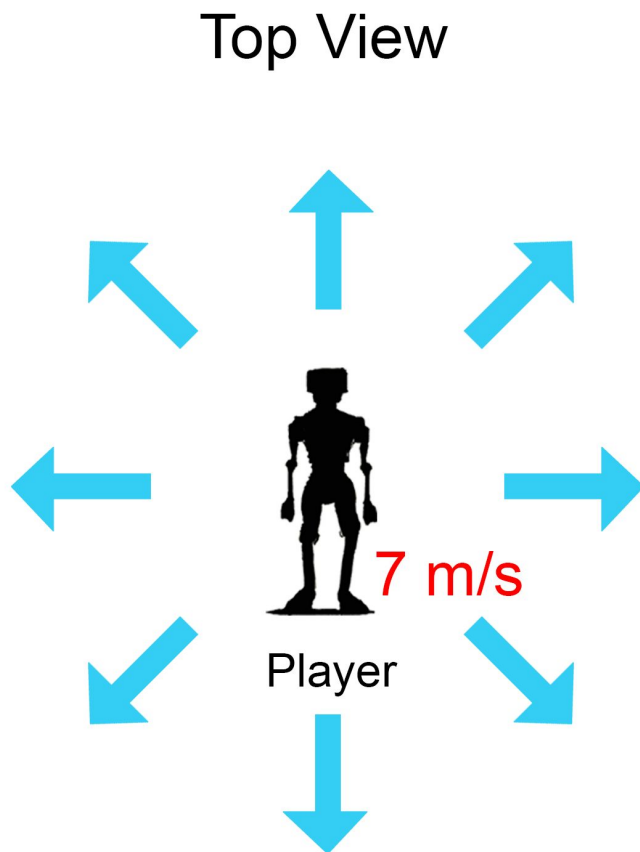
Cog and Pinion can move in all 8 directions at a set speed. Moving the mouse around moves the cursor and makes them face that direction. They cannot jump, but it's possible to fall from higher ground, with no damage penalty.

Tunable Parameters: Movement Speed.

2. Auto-Jump

Figure 9: Auto-Jump Mockup

Auto-Jump

Player

<= 3m

Platform

Tunable Parameters: Jump Distance.
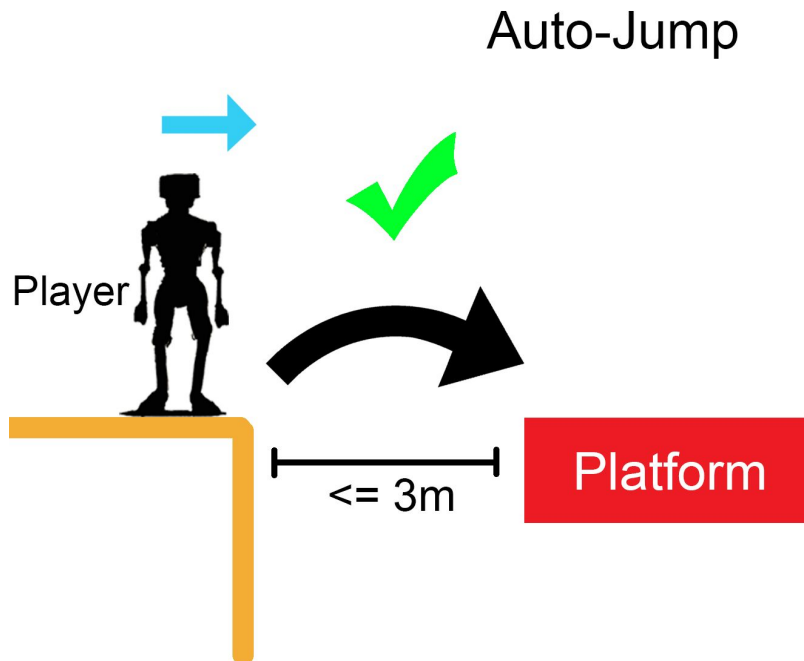
While there's no button to prompt a jump, taking the character to a ledge and moving forward makes the character jump. If there is a platform within **3 meters**, the character will jump to it. If not, the character drops to the floor below. If there's no floor below or platforms nearby, the character doesn't make the jump.

Players can jump from ledges in any direction, however, there's no directional influence while mid-air.

3. Character Switch

During the game, players will be required to switch between the main characters if they are to proceed in each level. To do that, they must press the Character Switch Button. Doing that will play a quick animation where the screen with the active character will be "pushed aside" and the screen with the other character will take its place.

- Players cannot do any input while the switch is happening.
- The animation that plays on switch is the same for both characters, only that the direction that Cog's screen is pushed away is to the left and Pinion's is to the right.

Tunable Parameters: Switch animation duration.
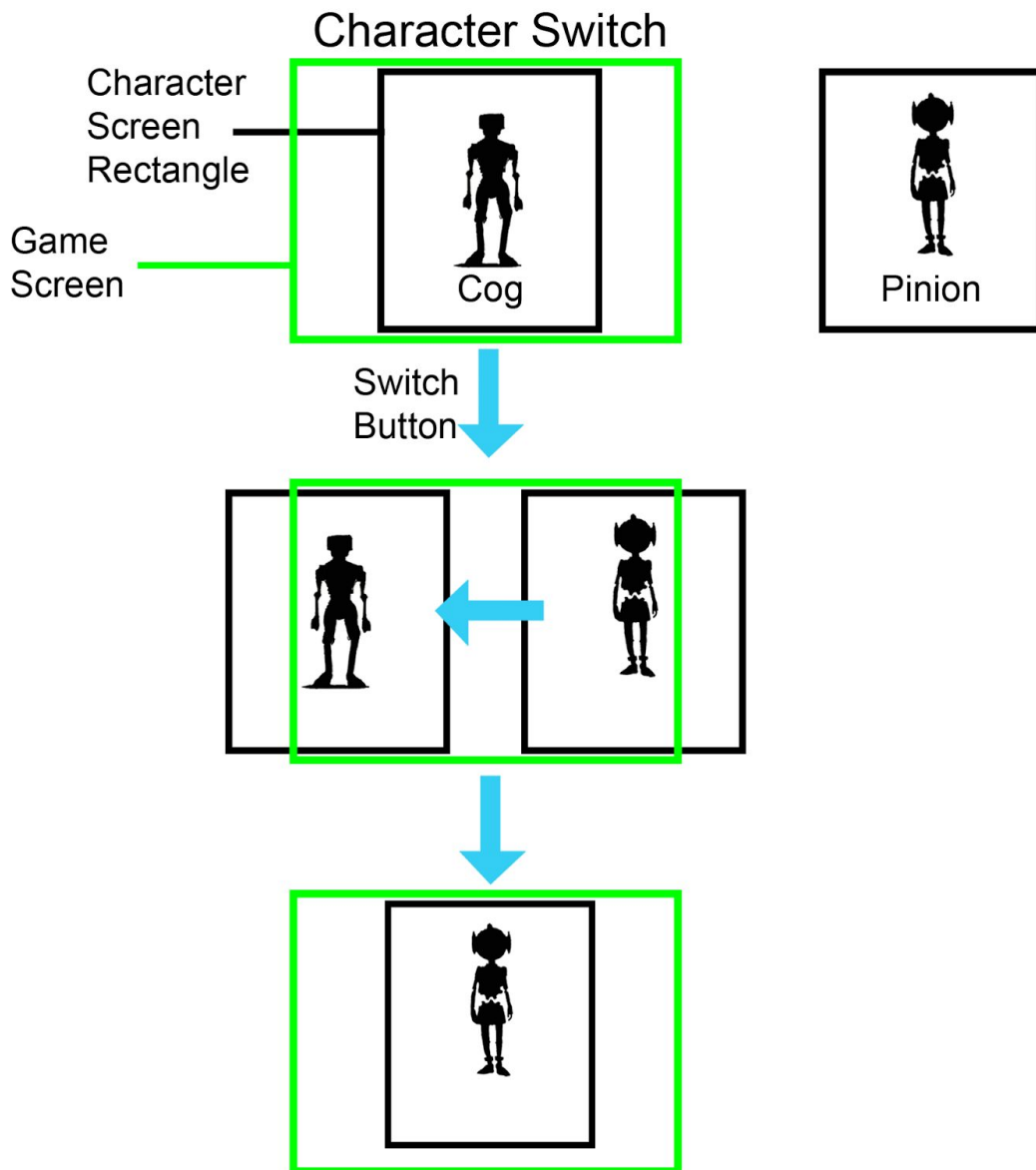
4. Melee Attack

When the players wish to get up close and personal with their enemies, they can attack with their Pendulum. By clicking with the mouse, Cog/Pinion swings their trusty Pendulum in the direction they're facing. This attack combos into a 2 attack sequence just to add a better feel for the attacks themselves.

- The attack inflicts a small amount of damage to Seahorses.
- If the attack hits a Spider or Top, it knocks them back a certain distance.

Table 1: Enemy Knockback

Enemy	Size	Distance Knockback
Spider	Small	15m
Seahorse	Medium	N/A
Top	Medium	8m
Cucko Tower	Large	N/A
Bull	Extra Large	N/A

Tunable Parameters: Spider Knockback, Player Knockback, Player forward distance, Top Knockback.

Figures 10 & 11: Melee Attack & Attack Knockback on Enemies MockUp
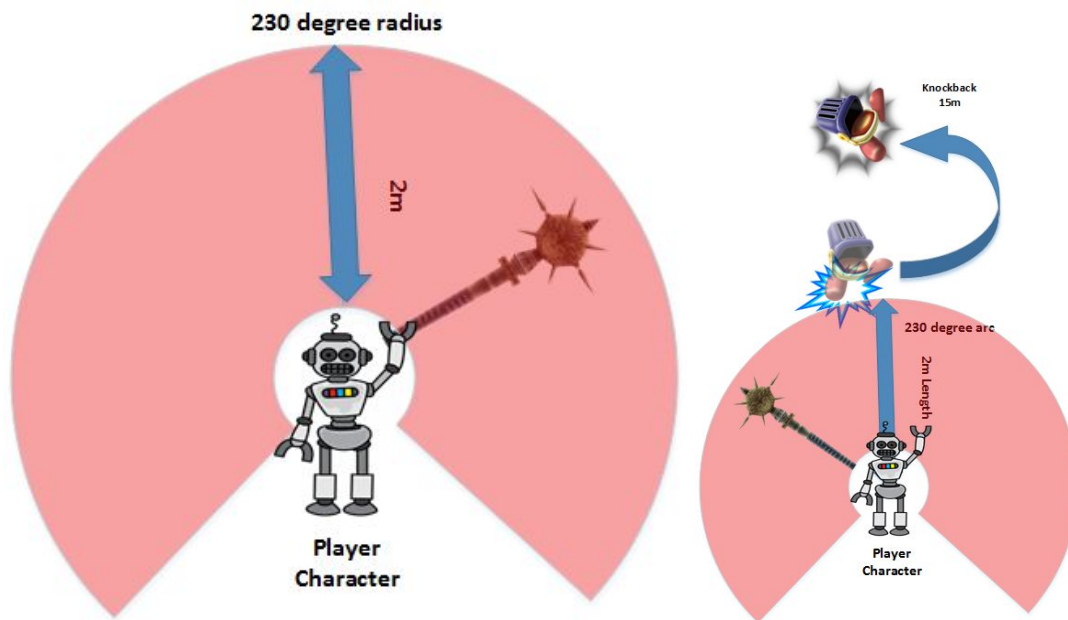
5. Time Pillar

Figure 12: Time Pillar Mockup

Tap   Hold

5m Radius

5m Radius

6m from
player
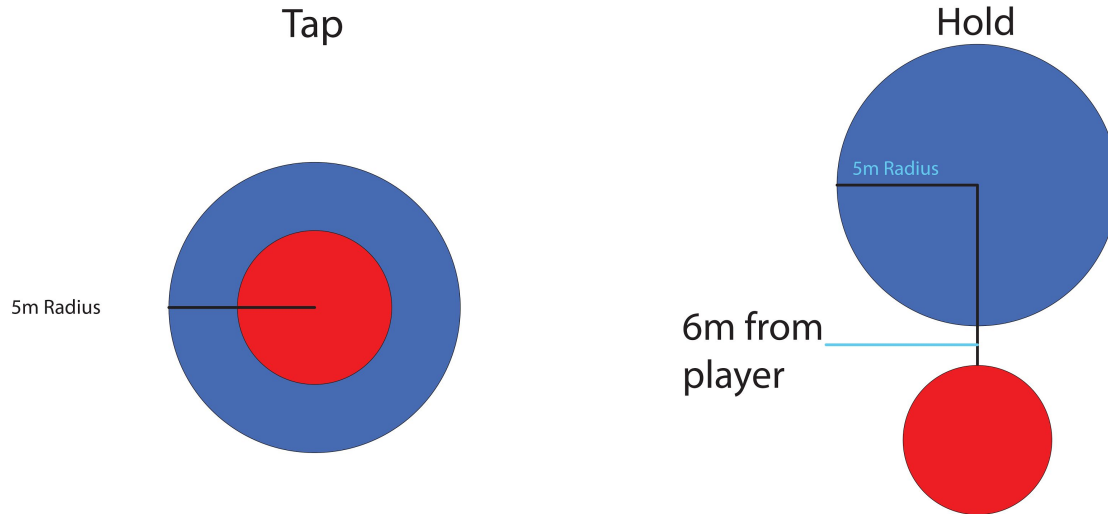
        Cog's main ability is to create a Time Pillar that slows down time inside its area of effect. On the other hand, Pinion can create one that speeds up time. Both Pillars have a **5 meter** radius, lasts for **6 seconds** and players can only cast **one** at a time, though they can cancel it. It is activated by either tapping the Right Mouse Button or holding it to create the Pillar **6 meters** in front of the player.

Tunable Parameters: Bubble diameter, Bubble duration, Distance from Player.

Table 2: Time Bubble effect on Items

Item	Effect (Cog)	Effect (Pinion)
Bullets	Slows bullets down to 10% of its speed.	Return bullet to regular speed while within radius.
Missiles	Slows bullets down to 10% of its speed.	Return missile to regular speed while within radius.

6. Grab/Drop

Cog and Pinion are capable of interacting with items and other objects in the world in different ways:

- Grab/Drop:
  - By getting close to an item (**<= 1.5 meter**) while holding the Grab button.
  - While holding it, the player's character hold the item in front of them.
  - Releasing the Grab Button drops the item right in front of the character.

Tunable Parameters: Grab Range, Throw Distance

Figure 13: Grab Mockup
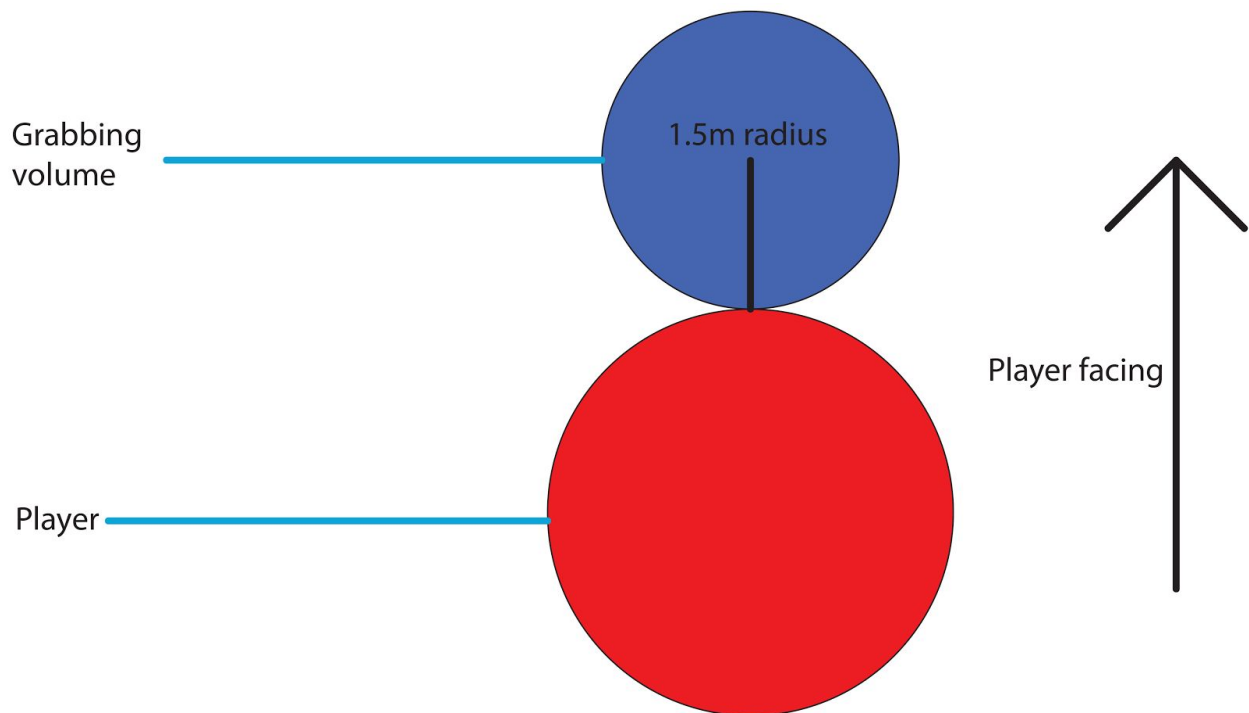
7. Unique Items

Inside the Clock Tower, players can interact with a variety of items, each with their unique behavior. These are as follows:

Regular Bullets:
Small bullets fired from Seahorses and the Indestructi-BULL.
- Travel Speed: Fast (**10 m/s**)
- Damage: Low (**10 HP**)
- Can't be grabbed
- Can be redirected by hitting it with the Pendulum

Tunable Parameters: Bullet Speed, Bullet Damage.

Figure 14: Deflecting Regular Bullets Mockup
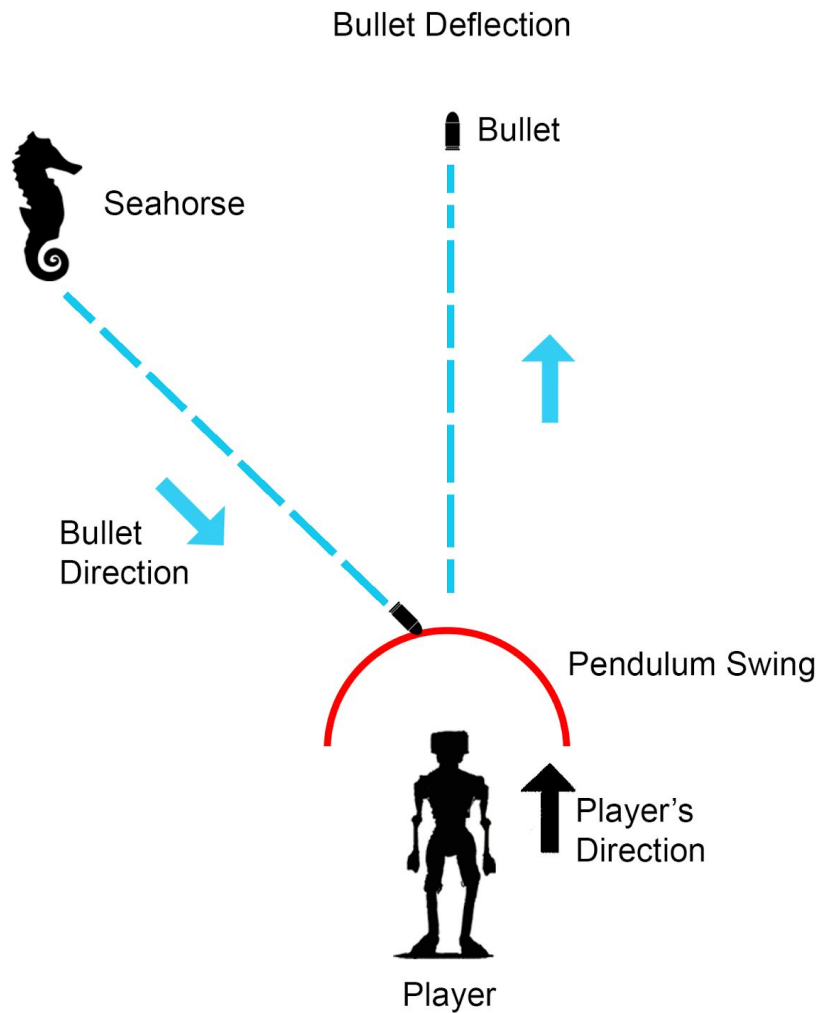
Cucko Bullets:
Missile-like projectiles that shoot from big enemies or turrets.
- Travel Speed: Fast (**10 m/s**)
- Damage: High (**15 HP**)
- Can be redirected with Pendulum (equal to deflecting regular bullets).
- Can be grabbed by the player.

Tunable Parameters: Bullet Speed, Bullet Damage.

Figure 15: Redirecting Cucko Bullets Mockup

Redirecting Bullets
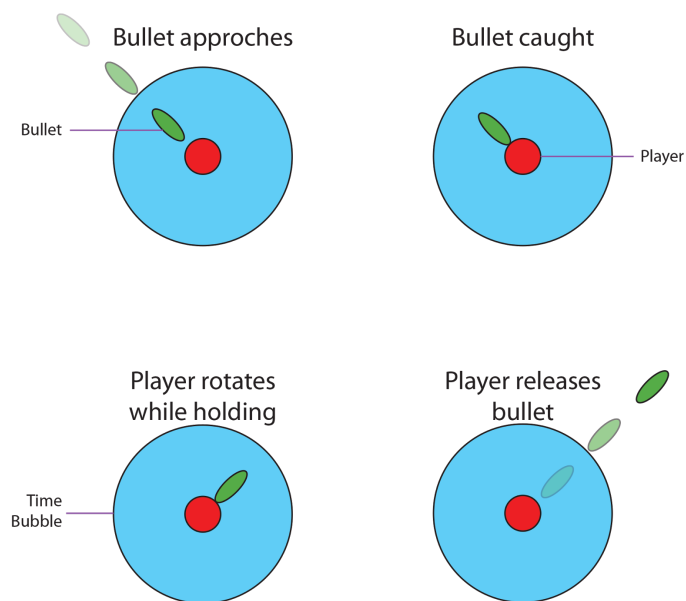
Bell Switch:

A giant metal bell hanging in a wooden post that has a light bulb on top of it.

- Can be activated both by throwing a projectile into it and by hitting it with a Melee Attack.
- Opens Bell Doors or activates Moving Platforms.
- There are two variations: Bells that can only be activated once and ones that can be activated multiple times.
- Once a Bell has been activated, the light bulb in its wooden post lights up.

Tunable Parameters: Activates Once/Multiple Times

Figure 16: Bell Activation Mockup

Bell Switch Activation

Pendulum Swing

Player

Cucko Bullet
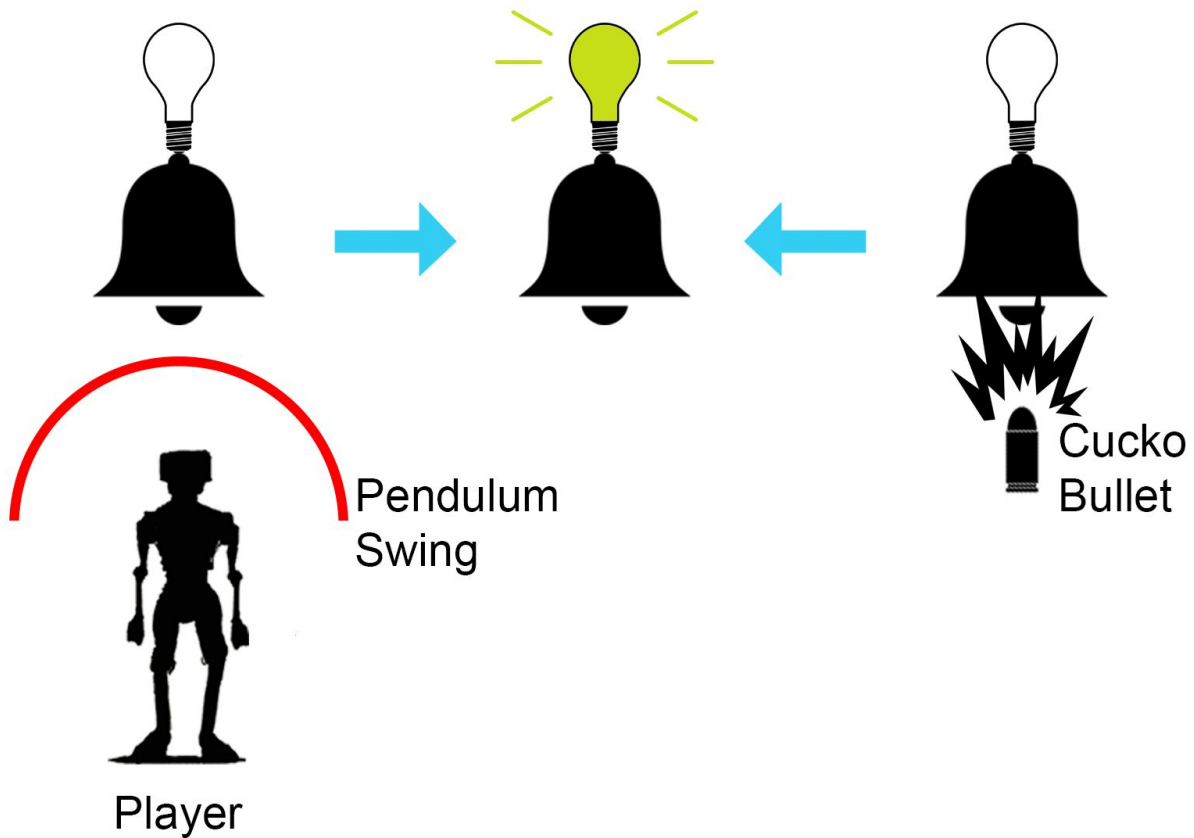
Moving Platforms:
Gear-shaped platforms found throughout the Clock Tower. There are two versions of it: With and without a light bulb.
- While active, move from waypoint to waypoint at a speed of **3 m/s**.
- When it reaches a waypoint, it waits for **1 second** before moving to the next one.
- Platforms without light bulbs are inherently active.
- When time is flowing normally, the platforms rotate at a speed of **2 m/s**.
- Platforms with light bulbs need to be activated either by a Power Node or a Bell. When activated, their light bulbs are lit with the color or the Node or Bell that activated them.

Tunable Parameters: Platform movement speed, wait time, rotation speed, number of waypoints and waypoint positions.

Figure 17: Moving Platforms Mockup
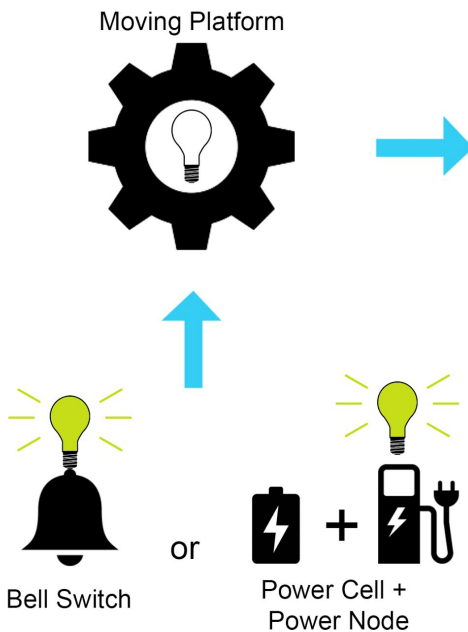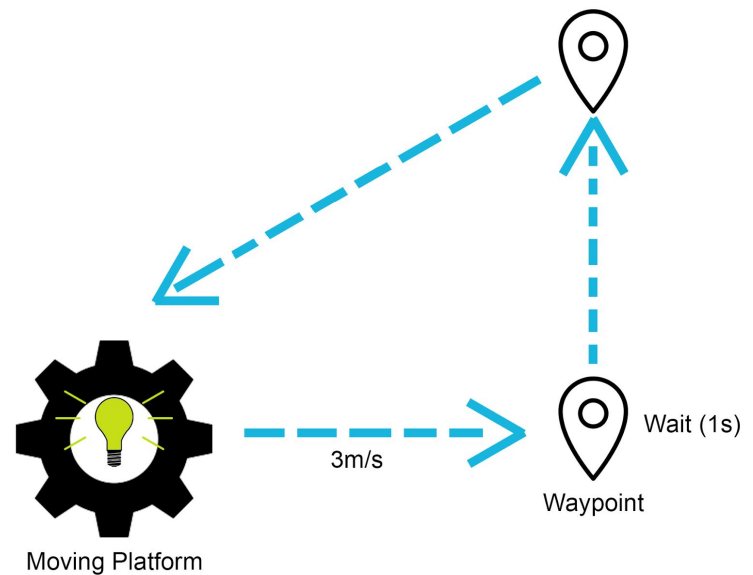
Power Cells & Power Nodes:
Energy-filled Hourglasses that once placed in a Power Node activates Power Cell Doors or Moving Platforms. Each Power Node has a light bulb on top of it to indicate its current state.
- Players can grab a Power Cell by holding the grab button close to it.
- Releasing the Power Cell close to a Power Node (**<= 1m**), snaps it inside the Node, activating it.
- Power Cells can be removed from Power Nodes.

Tunable Parameters: Power Cell snap distance.

Figure 18: Power Node Activation Mockup
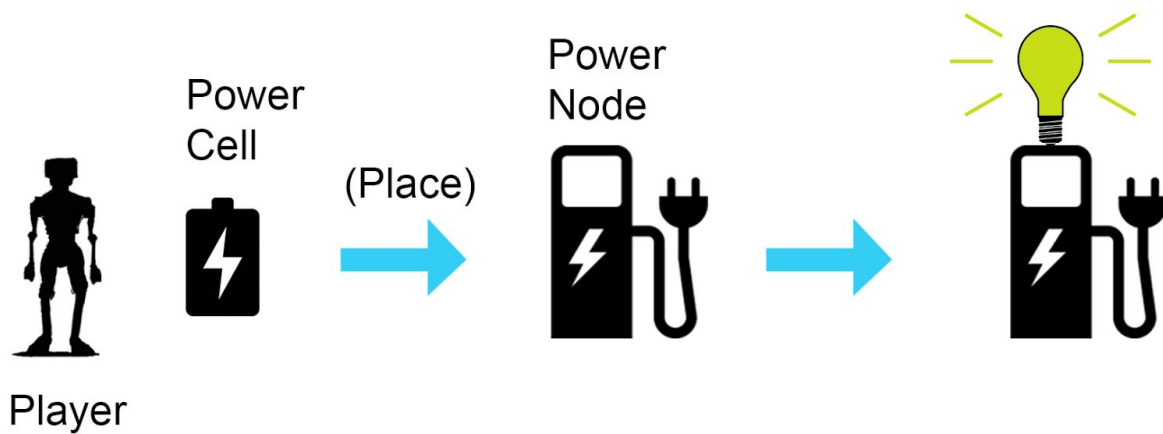
Power Transfer:

A device with a tube that can transport a Power Cell between different sections of the Clock Tower.

- When a Power Cell is placed in the Transfer, it is immediately transported to the corresponding Transfer in the other character's section.
- A short cutscene plays showing the Power Cell being transferred and the control goes from the current character to the character that is receiving the Power Cell.

Tunable Parameters: Power Cell snap distance.

Figure 19: Power Cell Transfer Mockup
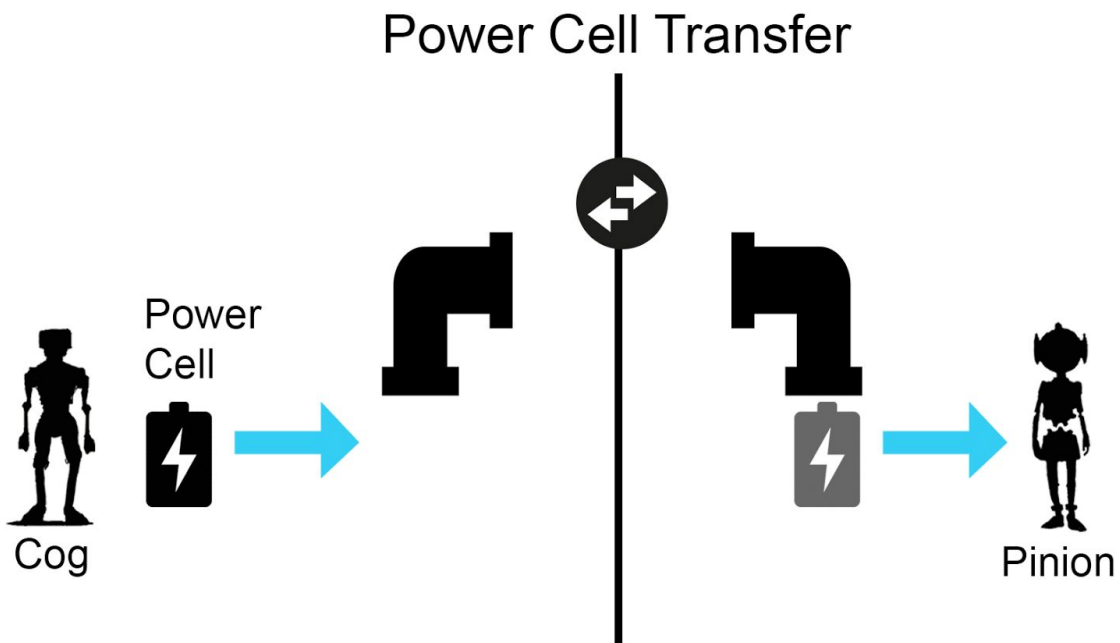
Bell Doors:
Giant doors with a bell on top of them. These are linked to a specific Bell Switch that, when rang, opens the door.
- Once a door is opened, it cannot be closed again.
- A small cutscene plays when a door is opened showing where it is located. If the door is at the other character's section, the player's control goes to the other character.

Power Cell Doors:
Giant doors with a large light bulb on top of them. These are linked to a specific Power Node that, when receives a Power Cell, opens the door.
- This door can be closed again if the player removes the Power Cell from the Power Node connected to the door.
- Once the door is opened, the light bulb on top of it will light up with the color of the light bulb on the Power Node that it's connected to it.

Combat Doors:
Giant doors with the head of the Indestructi-BULL on top of them. These are linked to all the enemies in the vicinities. Defeating all of them opens the door.
- Once this door is opened, it cannot be closed again.
- Enemies are linked to the door via an invisible zone. Once all enemies inside that zone are killed, the door opens.

Figure 20: Combat Doors Mockup
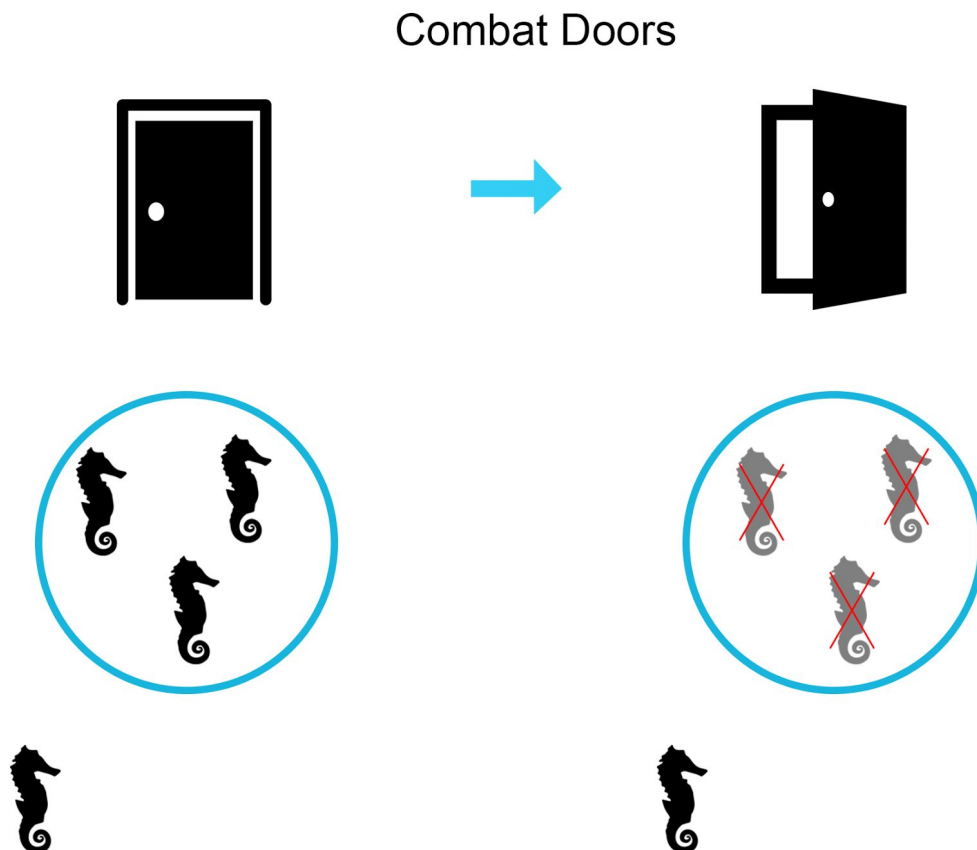
Elevators:
Elevators are what link each of the many floors inside the Clock Tower. Players always start a level coming from one and finish by riding a new one to the next floor.
- Each character has two elevators in their respective sections inside a level: One at the beginning and one at the end.
- To finish a level, players must take both characters to their respective end elevators.

Health Pickup:
A winding key that, when picked up, recovers **25HP** for the active character.
- The pickups can be found spread through the levels and by defeating enemies.

Tunable Parameters: Amount of health recovered.

Time Bubble Pick Up:
This magical clock is the source of the time manipulation powers in the game. When picked up it enables the use of the Time Bubble for the character that picked it up.

8. Aim Assist

To provide precision when aiming without sacrificing the fast-paced combat gameplay of the game, an aim assist will step in to correct the trajectory of any bullets within **0.5m** of an enemy.

9. Health

Cog and Pinion are machines, but they are not invincible. As such, a health bar is used to indicate their current state. The maximum health a player can have is **100 HP**. It's important to point out that the only way to regenerate health in the game is by clearing enemy encounters. Each encounter cleared regenerates **25%** of the player's health. In addition to that, a picture of each character's face helps depict his current situation as follows:
- 66% - 100% Health: Healthy Face
- 33% - 65% Health: Caution Face
- 1% - 32% Health: Danger Face

Figure 21:Example of how Character portraits will change according to the player's health.
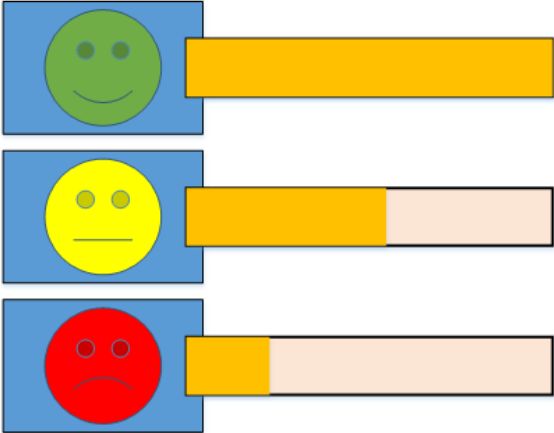
10. Death

If by any chance Cog's or Pinion's health is depleted, they die. When that happens, an animation plays where they are deactivated and fall apart. After that, a menu will appear giving the player the option of continuing from the last checkpoint, from the beginning of the level or going back to the main menu.

- If the player is holding any item when they die, the item is dropped.
- When a player respawns, they come back with full health.
- The checkpoints are located at the middle of each room.
  - Checkpoints are triggered after some enemy encounters.

Single Player Campaign

1. Overview

The game begins with a quick cinematic showing the main characters, Cog and Pinion, being thrown from the top of the Clock Tower. As they recover from the fall, they realize that they have been split. Gameplay starts with players taking control of Cog and right after they are introduced to switching characters to Pinion. They must use their time manipulation abilities and other mechanics previously outlined in this document to advance through the Clock Tower destroying enemies and solving puzzles to help each other reach the top of the tower.

2. Story

The Great Clock Tower, a huge structure located in the center of Eternia that is home to Father Time: the master of time itself. One day a powerful wizard came to the Great Clock Tower to confront Father Time and convince him to extend his life by giving him more time to live.

However, Father Time cannot manipulate time that already belongs to someone, and as such, refuses to comply to the wizard's demands. The Wizard infuriated by Father Time's decision, casted a powerful spell on him, shattering his existence into two beings. These beings resemble two humanoid clockwork machines. One named Cog and the other named Pinion. These two were ejected from the tower to its base and separated from each other.

The tower's security systems, which were controlled by the complete being that was Father Time have become unable to function properly and are no longer capable of distinguishing a harmful being from a not harmful one, which in turn causes them to attack Cog and Pinion during their journey to ascend the tower. Now, the two of them must work together to get to the top of the tower and stop the Wizard of meddling with time and make him pay for what he did to Father Time. Time has never been so much of the essence as it is now.

3.   Detailed Walkthrough

The game begins with a short cinematic showing Cog and Pinion being thrown from the top of the Clock Tower by The Wizard. As soon as both characters regain consciousness, the gameplay begins at the first floor of the tower. This level serves as a tutorial where players will learn the basic controls and be introduced to two of the core mechanics of the game: Switch and the Time Bubble.

When players reach the second floor, things start to get more frenetic Cog's Sections start to show more enemies and harder combat scenarios and Pinion's display a slight increase in the puzzle complexity. Here players are exposed to the Power Cell Transfer between characters.

The third and last level of the game poses a challenge to what the players are used to as they face the same enemies, but in different combinations. While all puzzles are difficult, the highlight of the level is the last puzzle as it involves both characters and various switches between them. Once that level is cleared, the boss awaits in its chambers and it's the only instance in the game where both characters are in the same room together. With the boss killed, the ending cinematic plays.

3.1. Gameplay Walkthrough

A full walkthrough of *It's About Time* is detailed below:

Figure 22: Legend of Walkthrough Maps

It's About Time - Legend

Cog Start	Cucko Tower	Rotating Platform
Pinion Start	Item Transfer	Clocker Top
Locked Door	Seahorse	Power Cell
Boss	Spider	Level End
Power Node	Bell Switch	

Scale:
Player is 1m x 1m x 2m

Elevation

Low　　　High
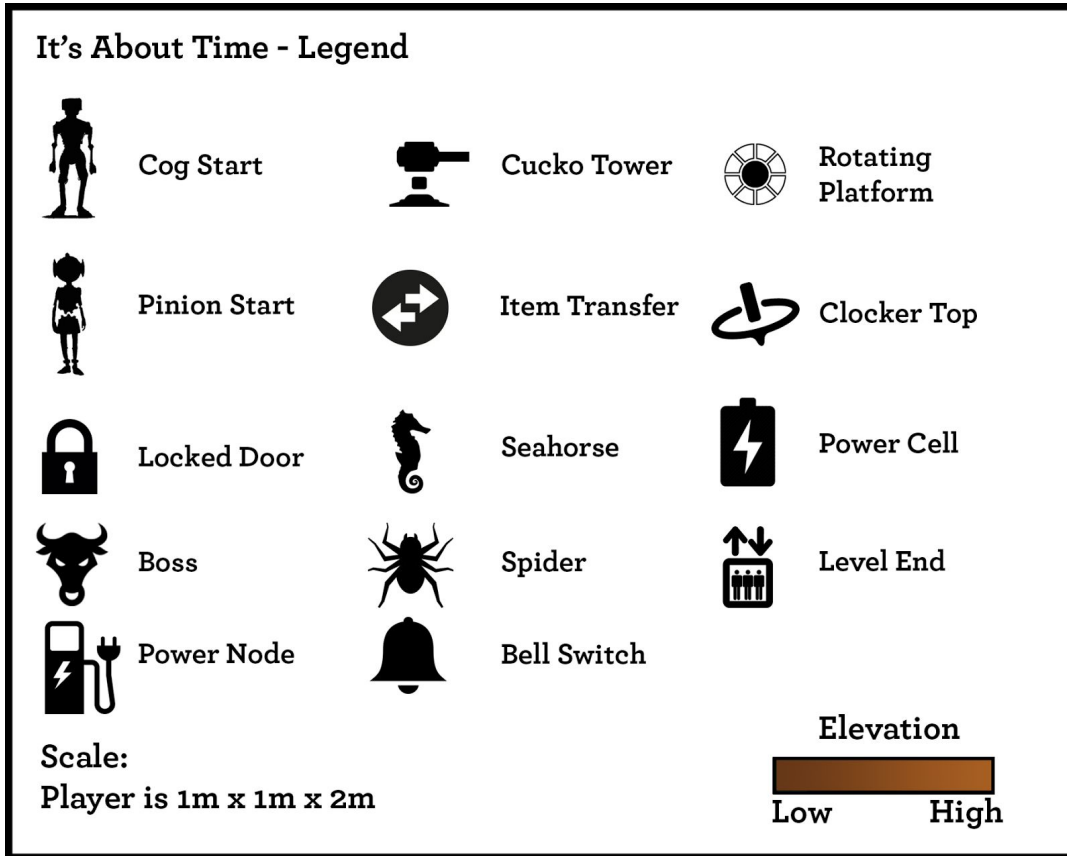
Level 01

Figure 23: Level 01 Layout Map
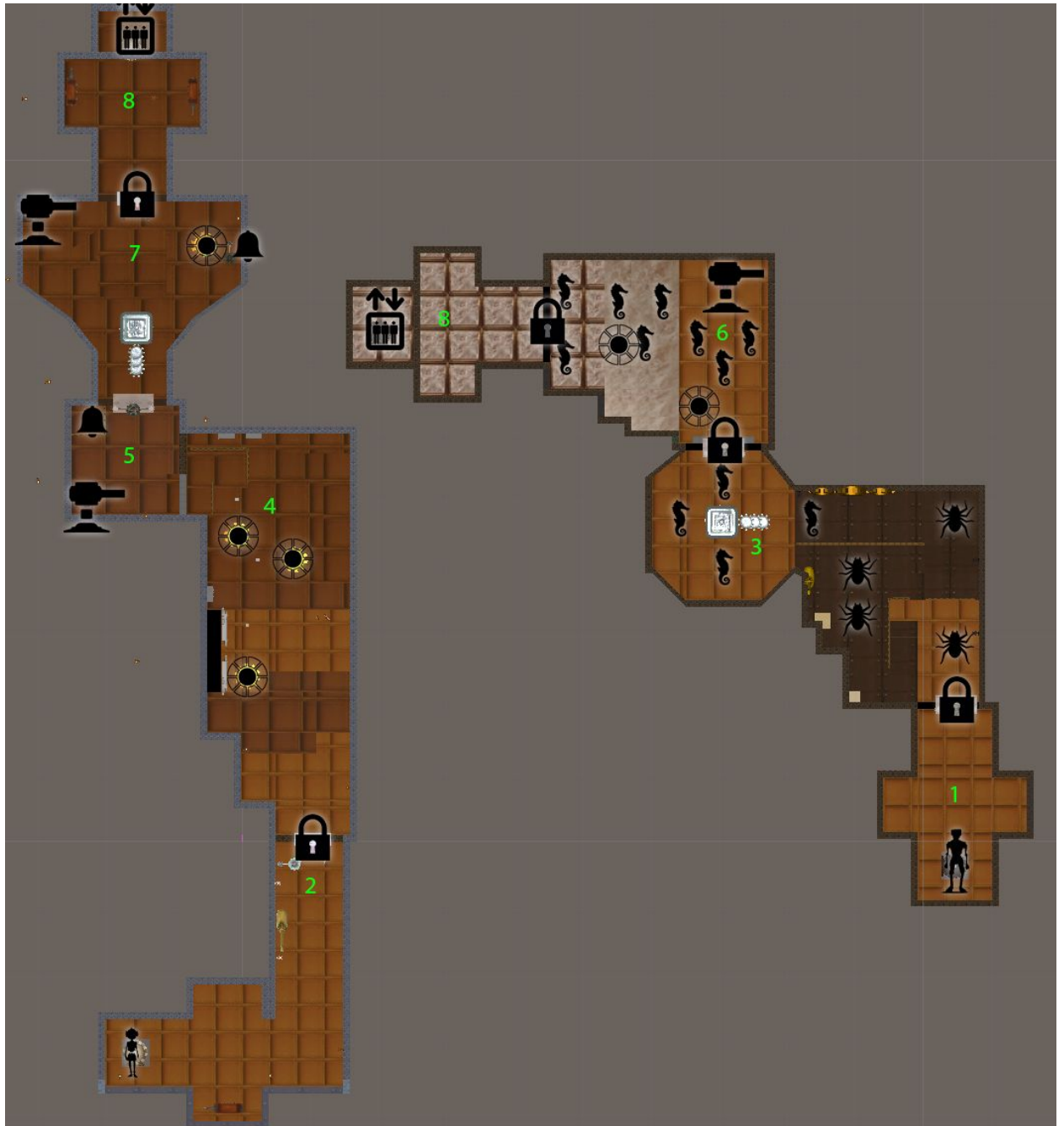
1. The player switches from Cog to Pinion
2. As Pinion, locate the bell and hit it.
3. As Cog, the player moves through the next room defeating enemies, picks up the time bubble and defeats the seahorses that spawn.
4. As Pinion, the player uses the 3 platforms to move to exit of the room

5. As Pinion, the player lures the turret to shoot the bell.
6. As Cog, the player makes their way into the final room and defeats the enemies on the first floor, then boards a platform.
7. As Pinion, the player grabs the time bubble and uses it to activate a turret and hit the bell in the same room. This toggles the height of the platforms in Cog's room
8. As Cog, the player defeats all the enemies in the final room opening the final doors in the level and allowing both players to finish.

Level 02

Figure 24: Level 02 Layout Map

1. As Cog, the player sends a power cell to Pinion. As Pinion, they receive the cell and use it to power the door in the same room.
2. As Pinion, the player enters the second room and hits the bell, opening the door in Cog's first room
3. As Cog, the player defeats all enemies in the room, unlocking the door in their room.
4. As Cog, the player throws a bullet at the bell to open the door to the left.
5. As Cog, the player hits the bell in the lowered area, turning on the platform above it. After riding the platform, the player hits the bell across the gap which opens the left door in Pinion's second room

6. As Pinion, the player jumps between platforms, and acquires a power cell. The player brings it to the conduit in the same room, which opens the north door in Cog's 3rd room and the east door in Pinion's second room.
7. As Pinion, the player enters through the east door, acquires the powercell, and make their way to the door at the north end of the room.
8. As Cog, the player moves to the north room and defeats the first wave of enemies. Defeating these opens the door at 7.
9. As Pinion, the player makes their way using platforms to the power node in the room to the north. Place the cell here spawns the next wave of enemies in Cog's penultimate room.
10. As Cog, the player defeats the second wave of enemies. This opens the door at 9.
11. As Pinion, the player moves to the power node surrounded by seahorses. They activate this with the power cell from the previous room. This spawns the final wave of enemies in Cog's penultimate room.
12. As Cog, the player defeats the final wave, opening the door at 13.
13. As Pinion, the player takes the powercell to a transfer station behind the newly unlocked door. They then switch to Cog and take the power cell to the node in order to open the final doors for both Cog and Pinion.
14. The player enters the exit room as both characters and proceeds to the next floor.

Level 03

Figure 25: Level 03 Layout Map

1. The player begins the level as Cog and move to the first room.
2. There they notice a Combat Door that will only unlock once all enemies are defeated. After the combat they gain access to the next room.
3. Here players are met with a group of spiders. If the player so desires, a Cucko Tower can be found on the left side of the room to aid them in battle (or work against them!) by shooting Cucko Birds at them. Once the enemies are defeated there, it's time to switch to Pinion.

4. As Pinion, the player reaches the first room and fall in the pit that awaits them. In the pit, they must go midway through the ramp there and use their Time Pillar on the Cucko Tower nearby to grab a Cucko Bird and throw it at the Bell Switch on the top side of the room. By doing that, they activate two platforms on the top of the ramp. One of them gives them access to a Power Cell and the other to a Power Node connected to a locked door that opens as soon as the Power Cell is in place.

5. In this room, players must climb the ramp there to reach the puzzle.There are two ways of doing so: Using their Time Pillar on the seahorses there and deal with them or carefully aiming the Pillar so it only hits the two platforms nearby, allowing them to proceed without engaging with the seahorses. On top of the gray walkway there, players must use their Time Pillar to get a Cucko Bird from the Tower close by and throw it at the Bell to their left. The catch is, there are two rotating gears in their way, so players must time and place their Pillars appropriately so the bullet goes in between the gears. Doing that activates a platform in 3 for Cog.

6. The activated platform grants takes players to the second floor of the room. There they must go through a narrow passage and defeat the seahorses along the way.

7. Here players face three tops that spawn spiders when defeated. This is the only way to unlock the Combat Door to the left of the room. Inside the new room, players must grab a Cucko Bird from the Cucko Tower in the previous room and throw it at the Bell Switch there. This unlocks a door for Pinion in 8.

8. As soon as the player steps into the room, they can see their goal in a raised platform: A Bell Switch. Moving left in the room they must use their Time Pillars on the Seahorses there to unblock the ramp. In the second floor of the room, players must use their Time Pillars to move the platforms there around to create a path between them and the Bell Switch. To the top of the room there's a secret passage that serves as a shortcut for Pinion to 5. Regardless, hitting the Bell Switch opens the locked door where Cog faced the three tops.

9. Back with Cog, the next room puts the player against a combination of seahorses and Spiders. There's a Cucko Tower in elevated ground there as well. In the far right of the room, a small maze-like pit houses a Power Cell being guarded by a Top. After defeating all the enemies in the room, the Combat Door in the far left is now opened and players can take the Power Cell there and place it in the Power Cell Transfer that takes the item to Pinion in 5.

10. By placing the Power Cell in the Node in 5, players gain access to her last room. Here there are two bells that are connected to certain platforms in Cog's last room (9). The puzzle consists of players placing Cog in the platforms and, with Pinion, activating them using the respective Bells to create a path for Cog.

11. When Cog finally reaches the top of the path, players can hit a Bell Switch in their left to create a shortcut down in case they fall. The Bell Switch to the right unlocks both Cog and Pinion's elevator room, allowing them to move in and finish

the level. Players then must take Cog to his elevator and switch to Pinion to do the same.

12. With both characters inside their respective elevators, the level is complete.

Boss Battle - The Indestructi-BULL

Figure 26: Boss Battle Layout Map
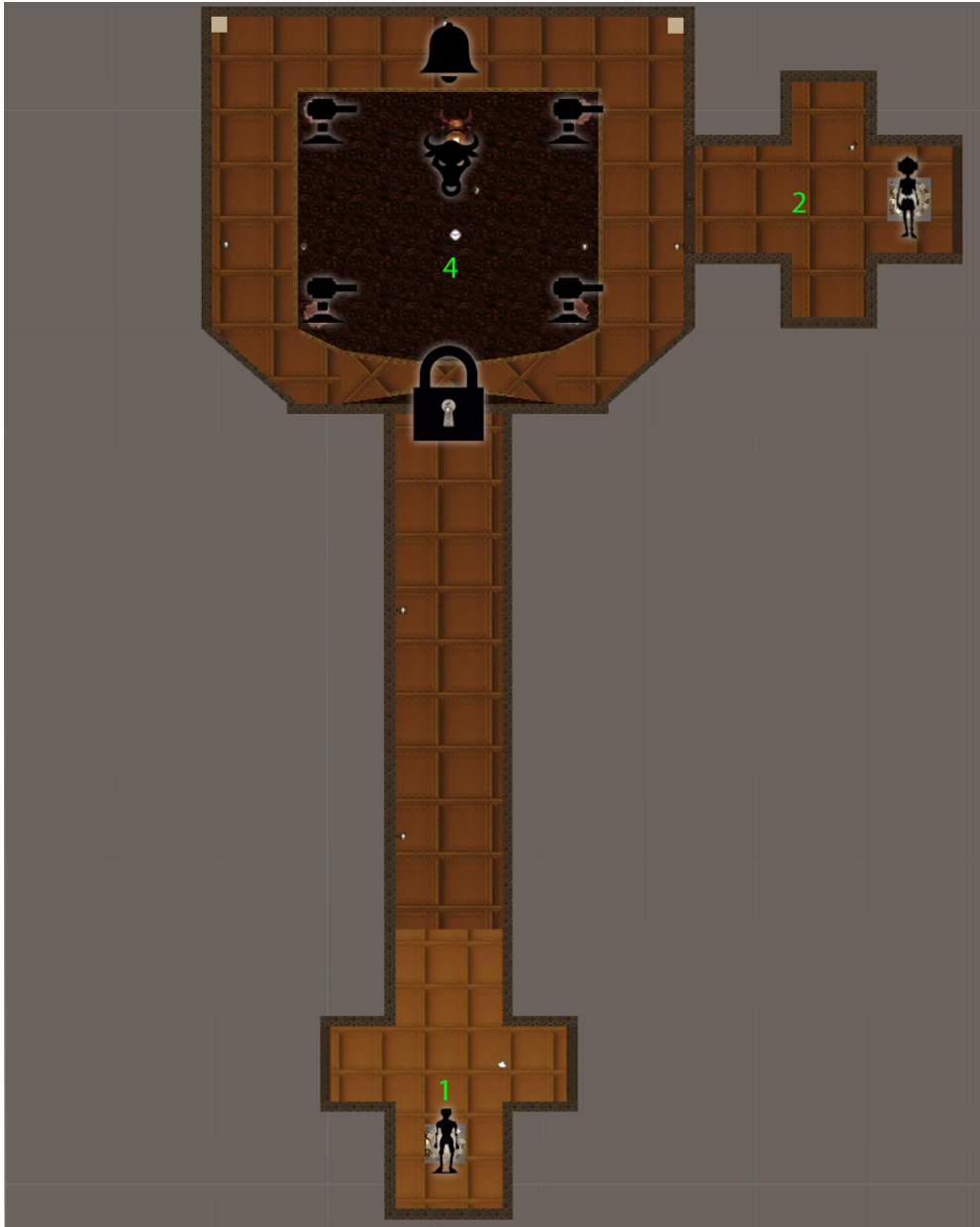
1. The level begins with Cog. While the player moves through the long hallway, lights start turning on and the music gets louder. At the end, a locked door awaits them. It can only be unlocked with Pinion.
2. As Pinion, players must leave the initial room and reach the Bell Switch in 3.
3. Hitting this switch opens the door in the lower floor and allows Cog to enter the arena.

4. As soon as Cog enters the arena, the battle begins.
   a. The bull initially only attacks the player by charging at them. Pinion must activate the Cucko Towers on the second floor, so Cog can get their bullets and shoot them at the Bull's back. It's also possible for the player to hit the Bull's back by properly timing the Cucko Towers' activation with Pinion. Every successful hit that the Bull takes makes him destroy the Cucko Tower that shot that Cucko Bird. In addition to that, spiders will fall from the ceiling close to Pinion every time a Tower is destroyed. When all Towers are down, the second phase of the battle begins.
   b. In the second phase, the Bull kicks back any bullets the player throw. To get around this, the player must get the bullet with Cog, but also needs to use Cog's Time bubble on the Bull so it slows his reaction and allows the bullet to do damage.
   c. When the Bull is defeated, Pinion descends to the bottom floor through a moving platform and reunites with Cog in a cutscene.

3.2. Beatchart

Figure 27: Single Player Campaign Beatchart

Levels (Sections)	1 (Cog)	1 (Pinion)	2 (Cog)	2 (Pinion)	3 (Cog)	3 (Pinion)	Boss (Cog)	Boss (Pinion)
Intensity (0-5)	2	1.5	3	2	3.5	3	5	3
Difficulty (0-5)	1.5	1	3	2.5	4	4.5	4	3.5

Figure 24: Single Player Campaign Graph
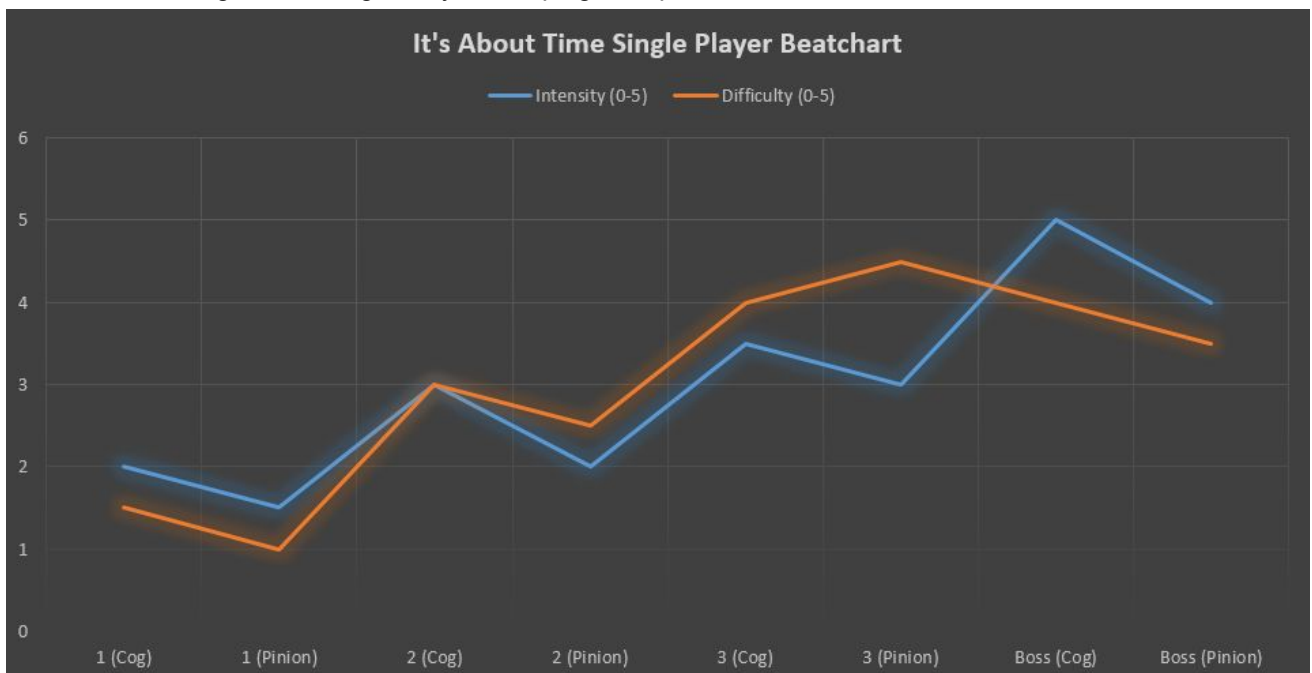
With the beatchart, it's evident that Pinion gameplay incur in less intensity than Cog's. This is due to the fact that her sections are more focused on puzzles and his are more intense

and filled with combat. The idea is to use the moments where the player plays with Pinion a time where they can relax a little after an intense combat situation with Cog. The lowest difficulty is found in Pinion's Section in Level 1 due to the puzzles being simple and easy to help players understand the logic of the game. The highest, however, is also with Pinion during Level 3 due to the increased difficulty of the puzzles there. The highest intensity is with Cog during the boss battle and the reason for this is because he is going to be the one that is face-to-face with the boss, while Pinion is on the floor above assisting him. The lowest intensity can be found in Pinion's Section of Level 1 as there's little punishment for failure in the puzzles, if any.

3.3. Length of Gameplay

The *It's About Time* experience aims for 10 to 20 minutes, with the possibility of the inclusion of additional floors, depending on the team's availability.

3.4. Victory Conditions

To finish the game, the player must ascend the first three floors of the Clock Tower and defeat the boss at the end.

Level Design Philosophies

The game begins at the Main Hall of the Clock Tower. This room serves as a tutorial section, requiring that players understand the basic controls for Cog and Pinion in order to progress further. Each level is represented by a floor in the Clock Tower and have between 3 to 6 rooms.

1. Rooms are divided into three categories: Combat and Puzzles
2. The Design of the rooms in each section (Cog and Pinion) must be fun to play and accentuate their personalities. This means that Cog rooms will be designed to enhance the combat moments, while Pinion's are created with the puzzles in mind.
3. Item placement must be carefully laid to avoid unnecessary backtracking.
4. Each character's section must be designed in a way that it feels part of the other character's. For example, Pinion's section in a level must feel that it is connected to Cog's somehow.

AI Design Philosophies

The only AI present in the game are enemies. There are 6 enemy types and while all of them have a base behaviour, they also have unique quirks that makes them unique.

1. The AI must be crafted to challenge the player on the use of their items, attacks, or a combination of both.

2. Initially, enemies won't be aware of the player's presence and so won't be aggressive towards them. Once the player does any action that alerts one enemy, all the others start looking for them.
3. Some enemies work as a swarm and will try to surround the closest player once they detect him.

Game's World

1. Overview

1.1. The Clock Tower

The Clock Tower is a relic of times immemorial and the most prominent piece of architecture in all Eternia. It's the place from which time is dispersed to the whole of creation and also home to the being that makes it all possible: Father Time. Since our game is all about time, it made sense from a narrative standpoint to use a Clock tower as the setting for the whole adventure. In addition to that, the tower structure allows us to work with each floor of the Tower representing a level in the game.

Figure 28: Outside View for the Clock Tower Target
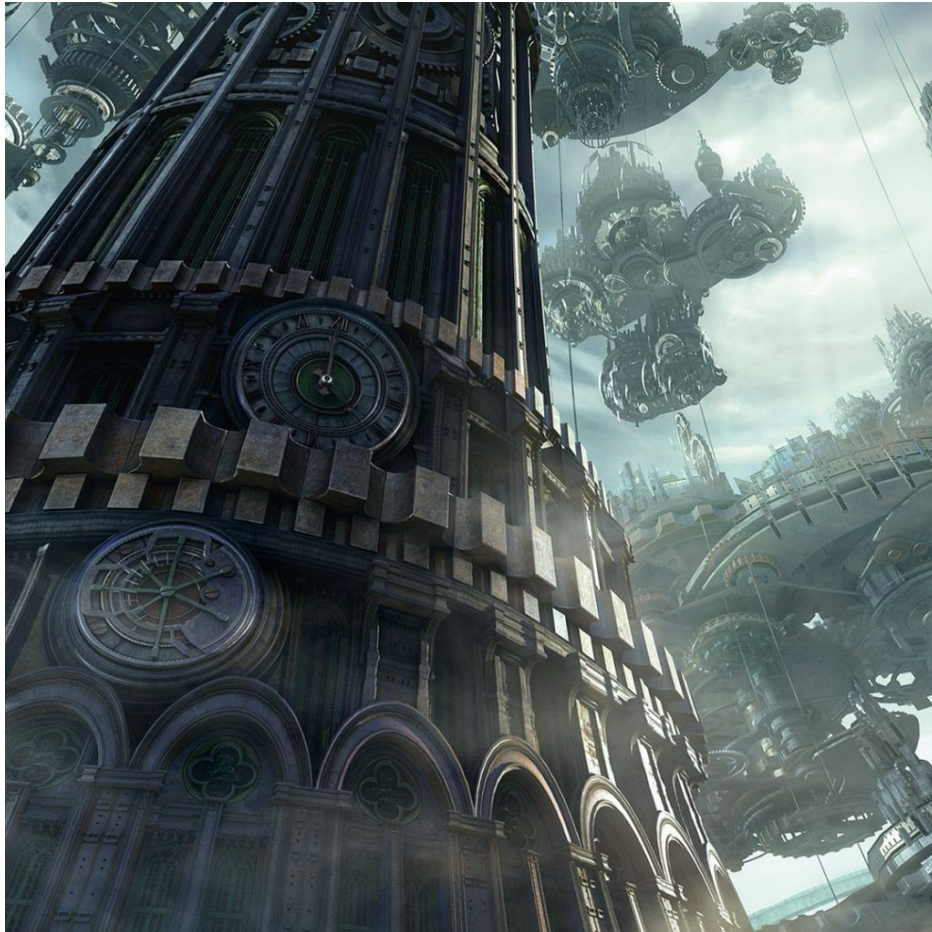
1.2. The Aspects of Time

Given that Time is given birth in the Clock Tower, the passage of time works differently depending on where in the Tower someone is. From a gameplay perspective, this is perfect to try different ways of which the environment is affected by the main characters' time manipulation abilities. For example, where Cog's journey takes place, time runs normally and enemies are incredibly fast and vicious. On the other hand, in Pinion's sections, time is brought to a halt, allowing players to make full use of her ability to speed up time, which would in turn bring the elements around her "back to life".

2. World Layout

2.1. Overview

Figure 29: World Layout Mockup
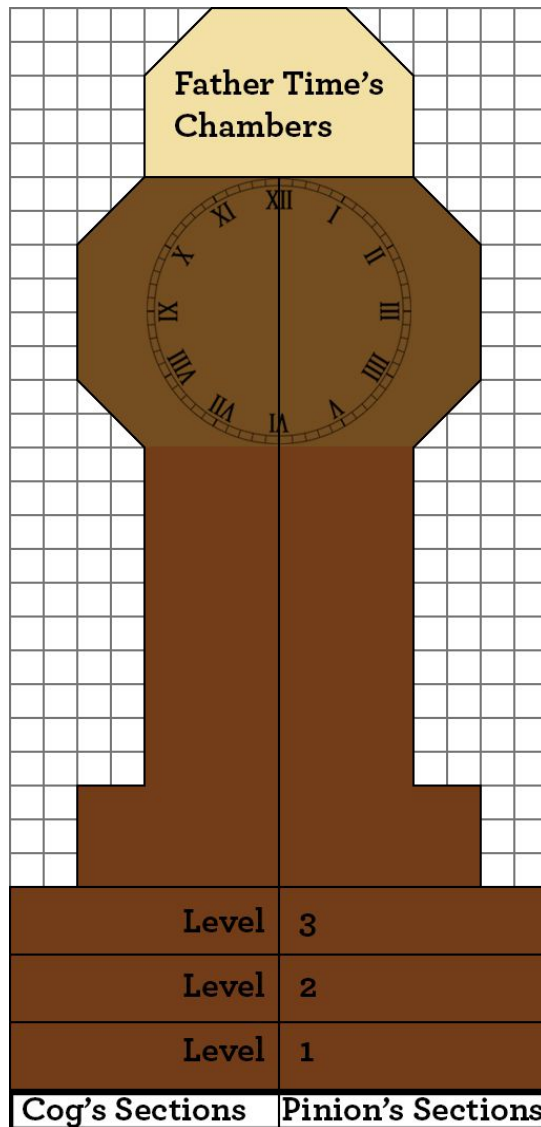
2.2.   Tower Floors

Each floor in the Clock Tower represent a level in the game, where players face challenges that range from battles against varied types of enemies to puzzles that require them to understand how the ability of each character work. Floors have clearly defined entrance and exit points, marked by elevators that players use to enter a level and advance to the next one. Cinematic cameras are used to display characters ascending to the next floor.

2.3.   Environments

It's About Time has a very distinct look, pulling heavy inspiration from the clockworks theme and also steampunk. The copper colors will be prominent in both the characters and the environment. The environments, while not wrecked, will show signs of decay. Since the game's world is a mechanical one and the adventure takes place inside a Clock Tower, there will be no organic elements aside from small quantities of moss. The game will draw from games such as *Alice: Madness Returns* for the rustiness of the place and *Castlevania: Lords of Shadow* to bring warm and bright colors to each room.

Figures 30 & 31: Left: Castlevania: Lords of Shadow / Right: Alice: Madness Returns

3.   The Physical World
3.1.   Overview

Each floor of the Clock Tower is around 400 meters squared. If there were no obstacles on the player's way, it should take them around 1.5 minutes to cross from the entrance to the end of each floor. There are a couple of rooms in each floor that offer no danger to the player, with the remainder consisting of combat encounters that challenge the player and some even involve simple puzzles.

3.2. Key Locations

- First Floor - Lobby
- Second Floor - Machine Room
- Third Floor - Indestructibull's Domain
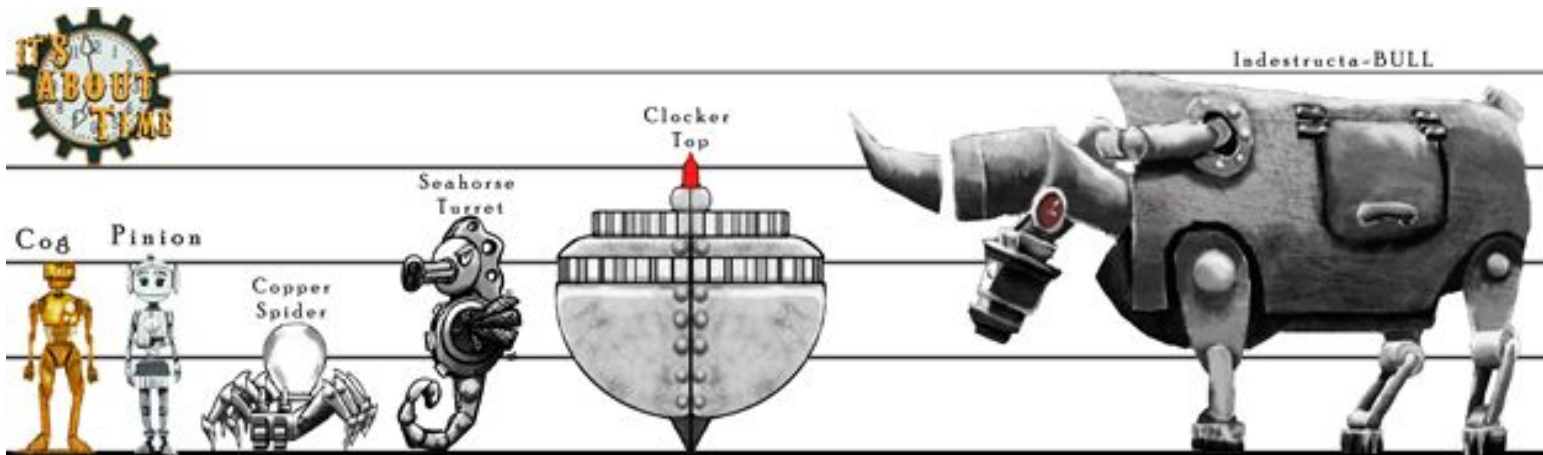- Father Time's Chambers

The Lobby will serve as the tutorial level. Father Time's Chambers will only be seen during cinematics.

3.3. Locomotion Methods

Navigation in *It's About Time's* Clock Tower is only possible by running. To get from one floor to the next, the player must take an elevator at the end of each level.

3.4. Scale

Figure 32: Scale Comparison

3.5. Objects

- Boxes
- Gears
- Portrait Frames
- Pipes
- Sconces

- Stairs
- Metal & Wooden Platforms
- Large Pendulums
- Pillars
- Random Mechanical pieces
- Railings

Game's Characters

1.   Overview

The characters in *It's About Time* are all robots and machines that resemble an animal or human. All the machines the player interact with in the game's world are enemies, since there are no other beings inhabiting the Clock Tower.

2.   Player's Characters

In *It's About Time* players take the role of Cog and Pinion, two robots that together once were the being known as Father Time. Tricked by The Wizard, Father Time was victim of a terrible spell that split his existence in two. For this reason, Cog and Pinion have strong ties to not only the Clock Tower, but to each other.
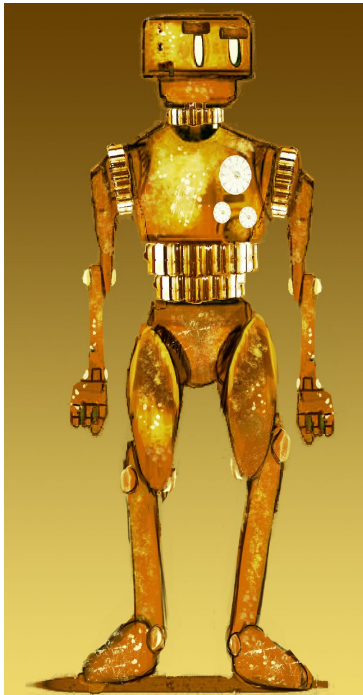
Both Cog and Pinion can:

- Run
- Melee Attack
- Time Bubble
- Auto Jump
- Grab, Drop and Throw certain items

Cog and Pinion do not level up or gain new abilities throughout the course of the game.

2.1.   Cog

Figure 33: Cog's Visual Target

Cog represents the cocky adventurous side of Father Time. He's essentially a teenage boy who loves to make puns and kick ass. Although Cog can be reckless and a goofball most of the time, he looks up to and respects his sister figure, Pinion. His sections during the game are geared more towards combat to take advantage of his Slow Time Bubble.

2.2. Pinion

Figure 34: Pinion's Visual Target

Pinion is the "brains" of the team. She's smart, responsible and worries a lot about her brother figure, Cog. Most of the time she wants to bolt Cog's mouth shut so he stops with all the puns, but that only hides her love and care for him. Pinion holds the Fast Time Bubble and for that reason has her majority of challenges as puzzles.

3. Father Time

The being that reigns supreme over time itself. Father Time is responsible for creating time and dispersing it throughout the entirety of creation. He is the sum of Cog and Pinion together and as such is a very serious entity, but also cannot resist to throw a pun or two around. Most of his time is spent crafting crazy experiments in his chambers, but sometimes he allows for visitors.

4. The Wizard

Elusive and mysterious, little is known about the origins of The Wizard. While some speculate if he is even human, one thing that they know for sure is that there are no one as impatient as him in the universe. Worried that his life would one day come to an end, he sought Father Time in the hopes of extending his time alive. However, instead of having a straight answer (preferably a yes), The Wizard saw Father Time thinking about it, which was too much to bear. He then casted a spell onto the creator of time itself which parted his existence in two different beings and proceeded to figure out a way of extending his life by himself.

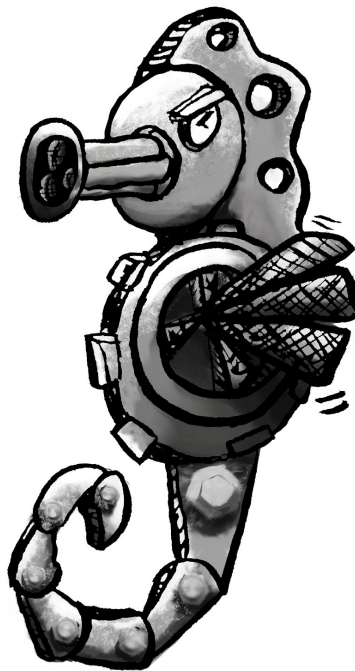# 5. Enemies
5.1. Copper Spider

Figure 35: Mechanical Spider Concept
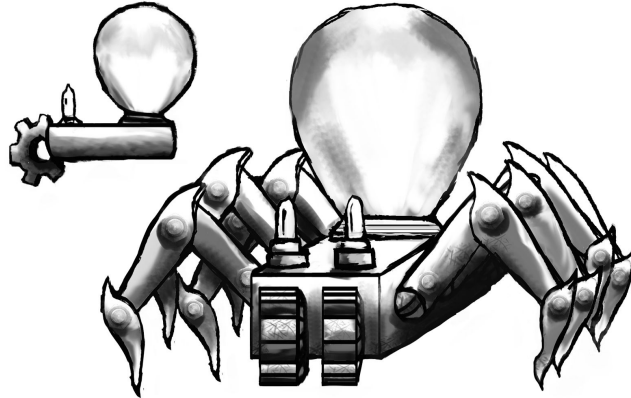
A small, but annoying mechanical spider that inhabits the Clock Tower and, even though it was supposed to serve as a security system, ended up displeasing Father Time. Usually walks in packs and try to jump at players to hurt them.

5.2. Seahorse Turret

Figure 36: Copper Seahorse Concept

One of Father Time's most proud inventions (somehow). Has amazing eyebrows that were supposed to help indicate when it's angry, but are not very effective, This Seahorse is always patrolling, waiting to shoot the player with his machine gun bullets.
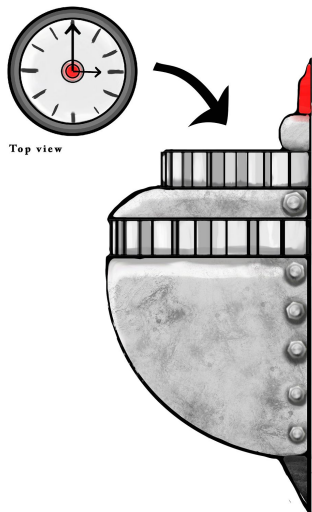
5.3. Cucko Tower

Figure 37: Cucko Tower Concept

This giant Cucko turret is the Clock Tower's main defense mechanism against invaders as it cannot be destroyed. It shoots Cucko Birds, giant missiles that explode on contact and cause a lot of damage.

5.4. Clocker Top

Figure 38: Clocker Top Concept

With too much time on his hands, Father Time eventually got bored. So he started to create bizarre creations using his bizarre creations. The first one was the Clocker, which is essentially a Top that spins really fast and carries other enemies within it. To actually defeat it, players must use their Time Bubble to knock the Clocker on a wall and then kill the enemy that detaches from it.

5.5. Indestructi-Bull

Figure 39: Indestructi-Bull Concept

This giant mechanical bull is Father Time's pet and it's the first guardian for his owner's chambers. When angered, it fires giant missiles from its horns and it can charge at players and hurt them.

Camera View

It's About Time features a third person camera that is placed directly behind and above the character. It has its default state centered on the player's character. By moving the mouse around, the camera lurches a little bit to that direction (**2 meters**), allowing them to see more in the direction their character is facing.

- Camera's angle is **48.6°** on the X Axis.
- The camera is located **11 meters** away from the player.
- The camera offsets itself by up to **2 meters** in the direction the player is facing.
- If the camera is behind a wall, the upper part of the wall becomes invisible to avoid blocking the player's view.
- Anything beyond the playable space is painted black.

Figure 40: Camera View in its default position

Controls

It's About Time offers two different control styles: Controller or Keyboard & Mouse. Using the Controller, players will more the characters with the Left Analog Stick, whereas the Right one will be used to control the camera lurch. LB is used to activate the Time Bubble, holding RB allows players to grab items and RT is the Melee Attack or Throw if the player is holding an item. A is used to interact with Elevators and Y switches characters.

Figure 41: Control Scheme (Controller)
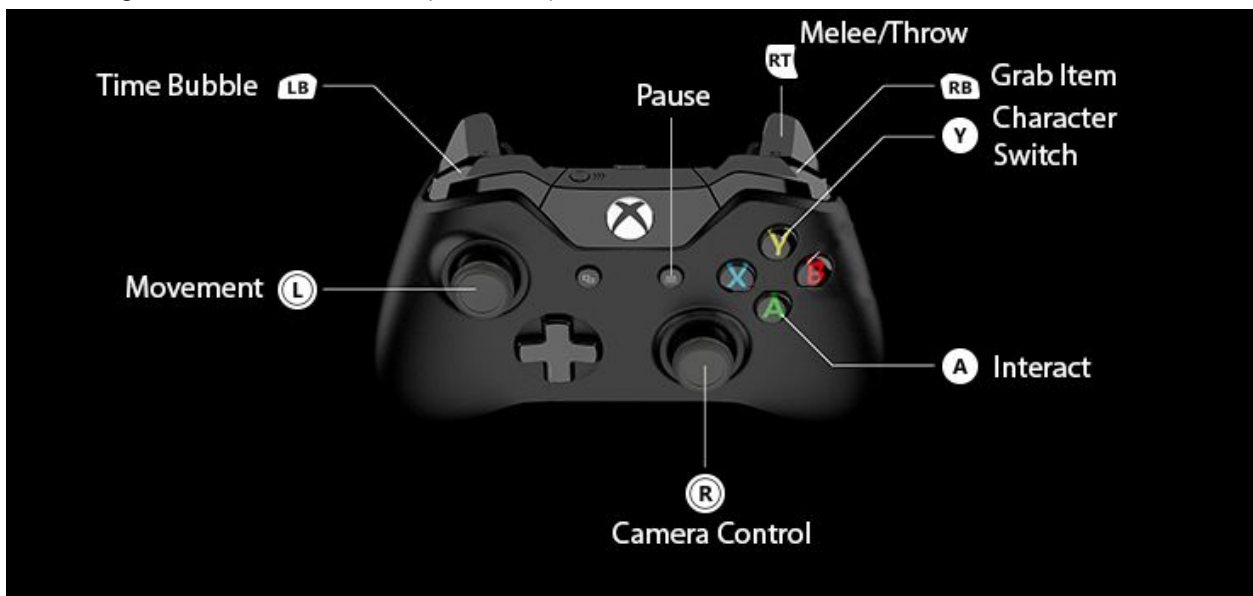
In the PC, the controls for the game have different functionalities spread between the keyboard and the mouse. Players can make Cog and Pinion move freely in the environment using the W, A, S and D keys, attack the enemies by clicking anywhere in the screen (clicking on a door breaks it) and activate their time bubble pressing and holding the Space Bar to select where to cast it using the mouse and let go to activate the ability. The kids can also run if the player presses and holds the Shift Key and the game can be paused via the Escape Key.
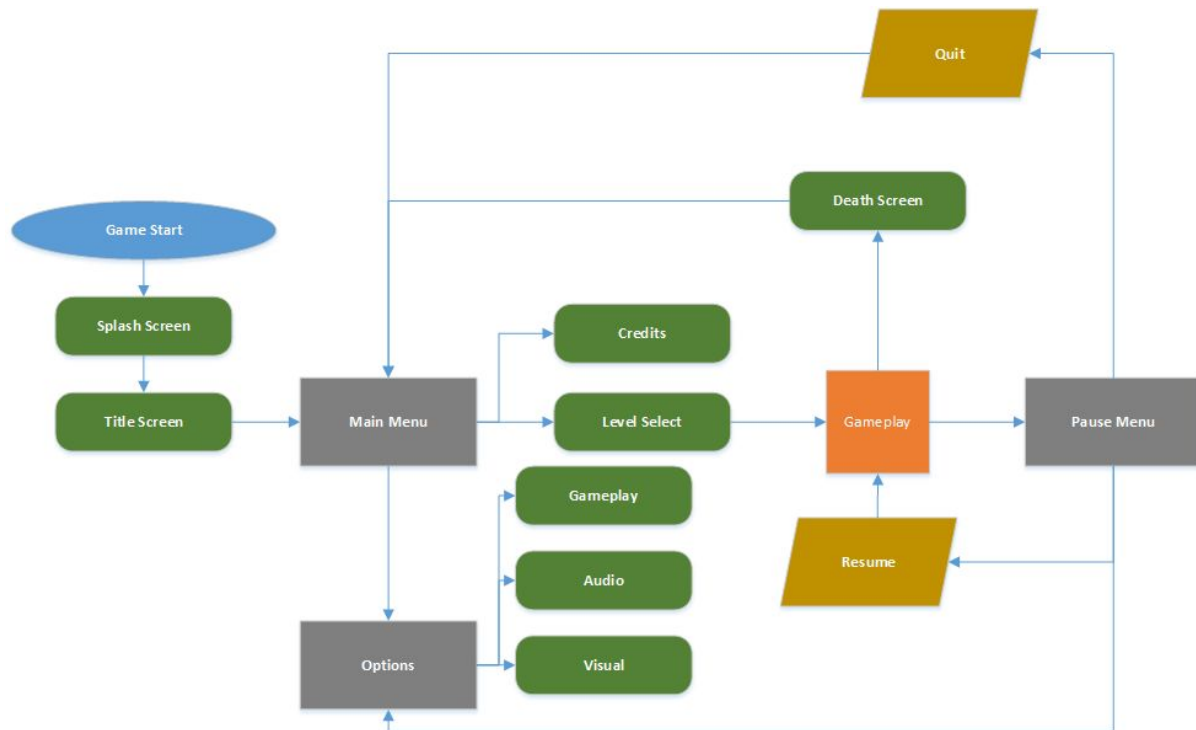
Figure 42: Control Scheme (PC)

Game Interface

1.   Screenflow Diagram

Figure 43: Screenflow Diagram

2.   Overview

Since the beginning, our goal was to keep the interface as simple as possible allowing players to jump into action as quick as possible. After selecting to play the game in the Main Menu, the player is taken to the Level Select screen, where they are presented with all the available levels and, with that selected, the gameplay begins.
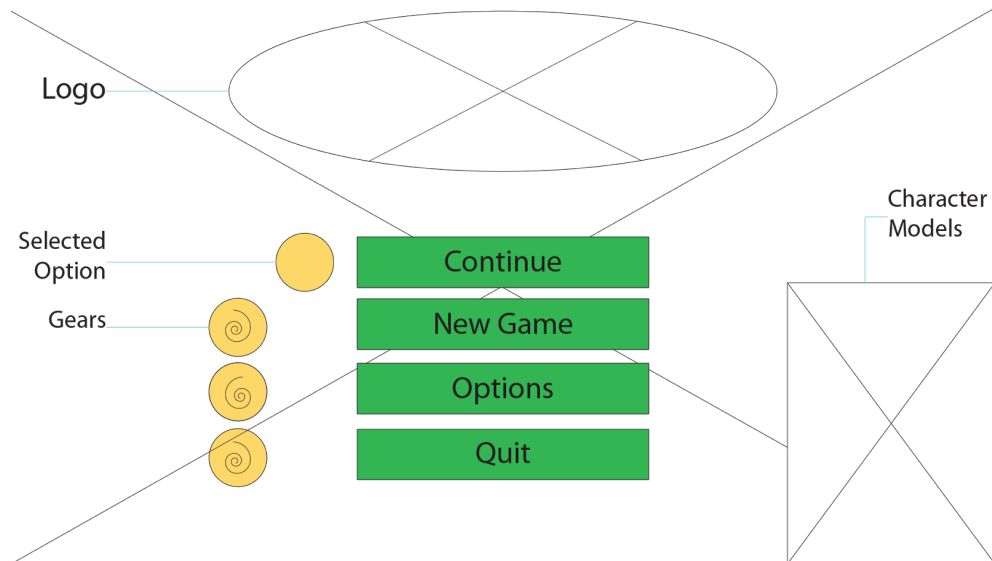
2.1.   Splash Screens

The splash screens are displayed when the game program is opened; they consist of the following screens which are played sequentially:

● VFS Logo & Legal Disclaimer
● "Powered by Unity 3D" notice
● Watch Out! Team Logo

2.2. Main Menu

Figure 44: Main Menu wireframe

The main menu features the game's logo above four options:
- Continue: Pick up from the last save point
- New Game: Start a new campaign
- Options: Flow to the options screen
- Quit: Close the application

The bottom corner will feature Cog and Pinion goofing around. This is a purely aesthetic feature. The gears next to each option mesh together and spin. The selected option has its gear removed from the meshing and does not spin. The gear will return to its position along the other gears when deselected.

2.3. Pause Menu

Figure 45: Pause Menu Wireframe

Gameplay Screen Grayscale

Resume

Quit Game Option
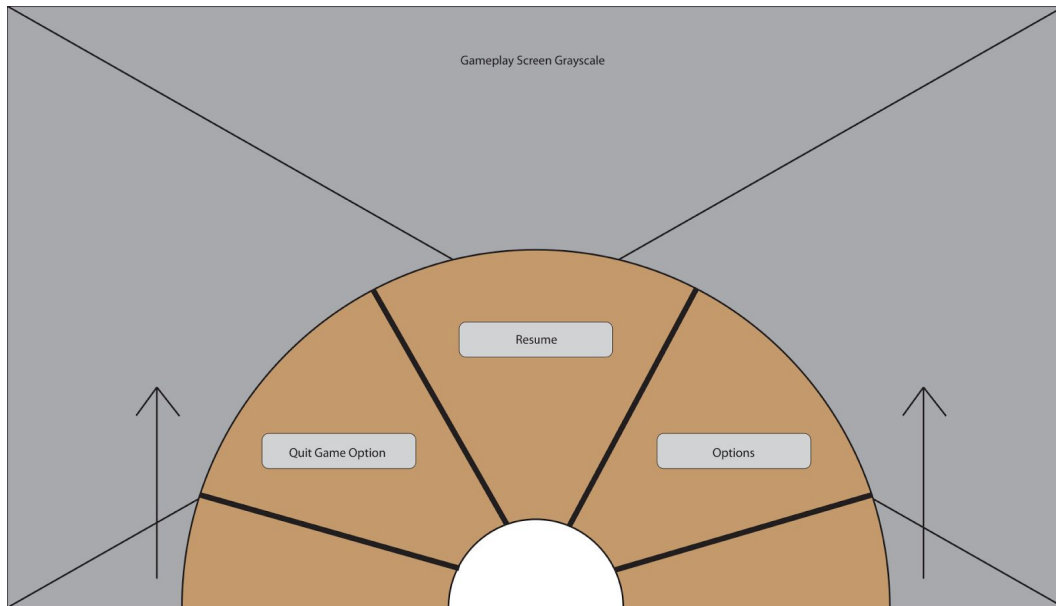
Options

The pause menu slides up from the bottom of the screen and is represented as a wheel with slices of it acting as buttons. From left to right, it features a quit game button, a resume button and an options button. While this screen is visible, the game scene is still visible without it's UI and in grayscale. Unpausing the game causes the pause menu to retract in the direction it came from.

2.4. Options Menu

Figure 46: Options Wireframe
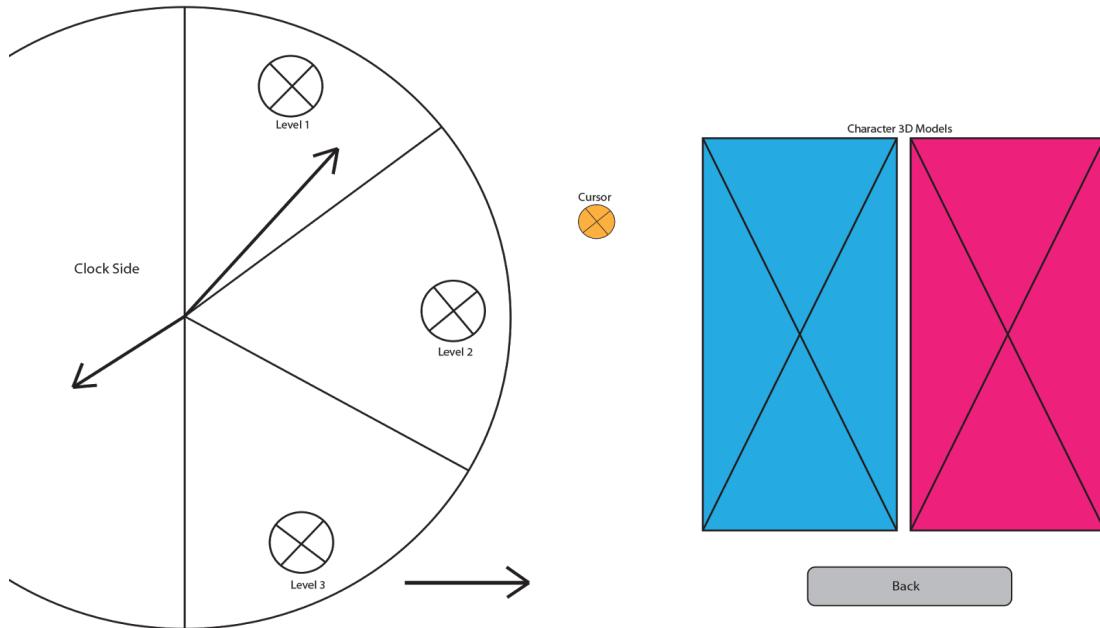
Gameplay

Sound

Selected
Option
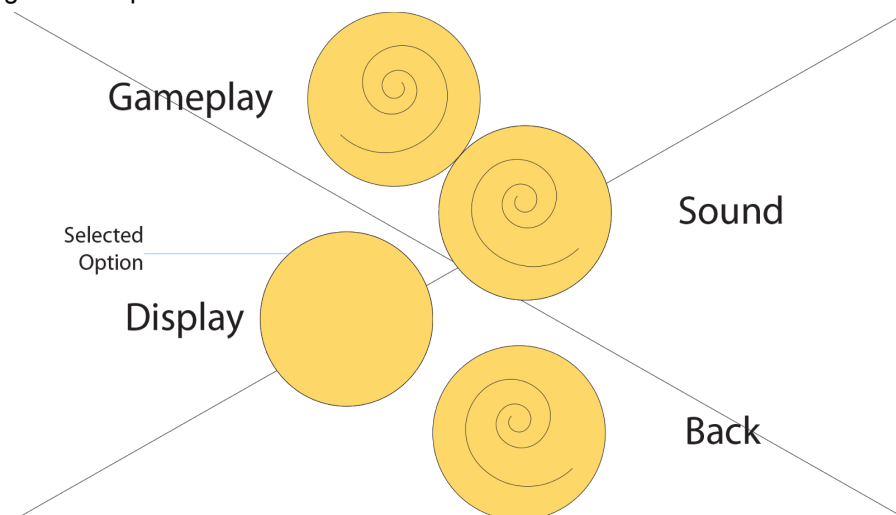
Display

Back

The options menu includes four features:
- Gameplay: Allow the player adjust mouse sensitivity, etc...
- Sound: Allow the player to adjust voice, sfx and bgm volume.
- Display: Allow the player to adjust visual quality and enable subtitles.

- Back: Return to the previous screen.

2.5.　Level Select

Figure 47: Level Select Wireframe

　　　The level select screen will feature a radial select and resembles an analog clock. Upon loading the screen, the menu slides in from the right. While mousing over the clock face, the cursor disappears and the player's cursor is represented by a minute hand on the clock while the hour hand represents the previously visited level. The models of both playable characters will be playing animations to the right of the menu. The cursor returns when the player ceases mousing over the radial select. A button leading back to the main menu can be found in the bottom right hand corner.

2.6. Gameplay Screen

Figure 48: Gameplay UI Wireframe
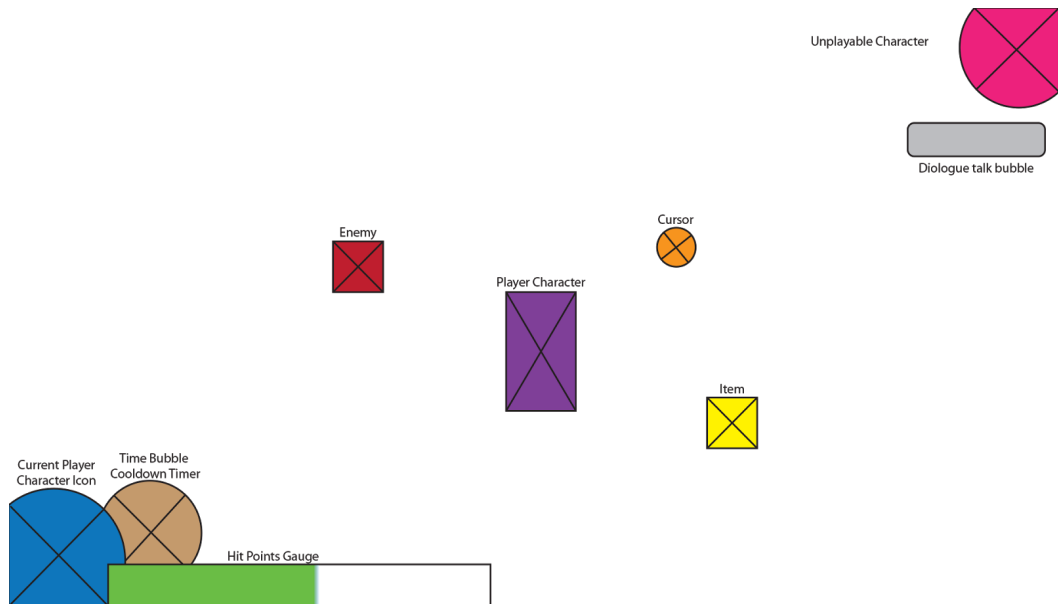
The in game UI relegates itself to the top right and bottom left corners of the screen. The bottom features the active character portrait, the cooldown of their time bubble and their health bar, while the top features the inactive character and beneath that their dialogue subtitles. The character takes up approximately 1/50th of the screen.

2.7. Death Screen

Figure 49: Death Screen Wireframe
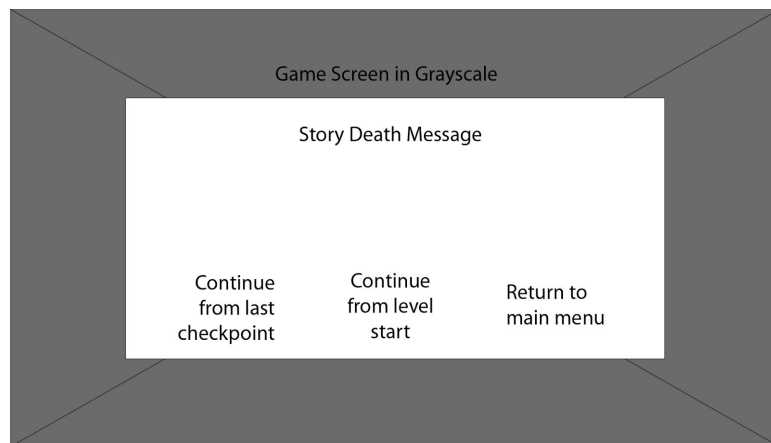
Upon character death, the game scene fades to grayscale and the left pictured screen fades in. It provides a narrative related message and three buttons at the bottom of the pop up. They provide the options to continue from the last checkpoint, continue from the level's start and return to the main menu. Clicking on these cause the camera to fade out and fade back in on the appropriate screen.

2.8.   Credits Screen

Figure 50: Credits Screen Wireframe
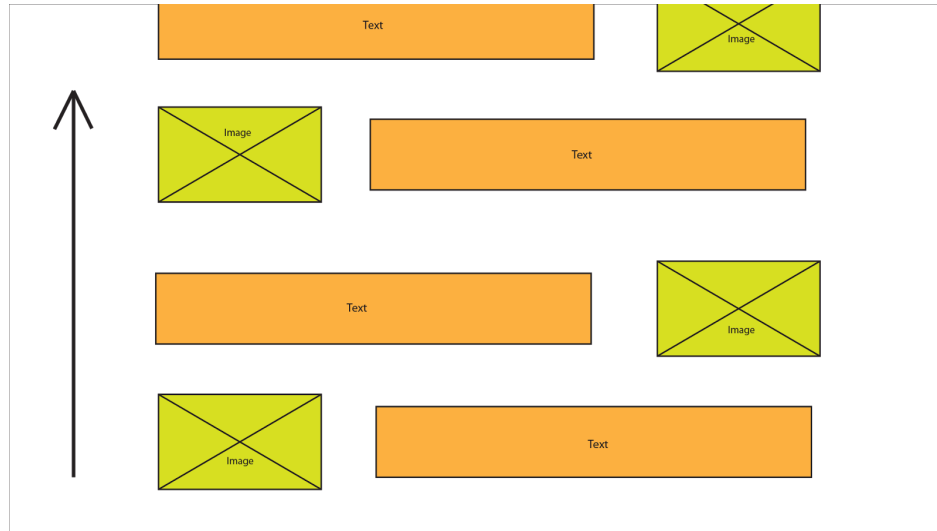
The credits screen will feature development team and collaborator accreditation as well in the form of names and profile images scrolling upwards from the bottom of the screen.

Musical Scores, Sound Effects & Dialogue

1. Overview

In *It's About Time*, sound is of utmost importance. It not only helps with feedback and ambience immersion, but also bring our main characters to life with voice acting. Since the game is situated in a completely mechanical world, the sound of gears turning and other mechanical aparatus working will be frequent. In addition to that, different music tracks for exploration and combat will enhance the player's awareness of the situation they are in.

2. Sound Design

For Sound Design, *It's About Time* offers a very unique development experience. The game's world is mechanical, but should not feel devoid of life. The sound effects for the game must be created in a way that makes the Clock Tower and its inhabitants alive. Furthermore, given the "Bullet Hell" nature of the game's action sequences, balancing each sound effect so they don't overlap or disturb the player's experience is our top priority.

The music for the game will be created with the objective of enhancing each moment. For example, while the player is exploring, a more adventurous music will play to give the feeling of exploring this massive and incredible place. When the player engages in battle, this music will give place to a more intense beat, putting the players in the mood for battle. To avoid abrupt transitions between these tracks we will make use of dynamic sound and middleware (Wwise).

The inspirations for the musics in the game come from a couple of different sources. Since the game draws heavily from clockworks and steampunk, a victorian style of music is preferable. This will help us convey the sense of a retrocentric technological world. For the sound effects, to help convey the comical, lighthearted nature of the game we will go with a more exaggerated approach, such as seen in cartoons.

3. Voice Acting

The game will feature voice acting for both the main characters and the boss at the end. Players will be able to enjoy Cog and Pinion talking with each other frequently in the game, as well as delivering solo action lines. The synergy between our protagonists is a core pillar of the game and as such is treated as an integral part of the experience we want players to have. The dialogue will be prioritized over the music and sound effects.

Miscellaneous

1. Overview

This section outlines some of our stretch goals and different things we are considering changing, adjusting, or adding in the future of the project dependent on scope and time.

2. Multiplayer Mode

In the initial vision of the game we discussed about allowing an experience for more than one player and create a co-op experience. We feel that having Cog and Pinion controlled by different players would help enhance the feeling that they are distinct characters and make their connection more meaningful. However, there are concerns regarding balancing each character's sections and characters to allow for a fun experience regardless of the character you are playing with.

3. Length of Gameplay

The nature of the game's world lends itself really well for a scalable experience. For our final product we are currently aiming for a 10 minute experience exploring three floors in the Clock Tower. In the case we have spare time, we could increase this time to around 20 minutes with one or two additional floors. The concern here is that this would require new levels to be designed and tested to meet the quality standards already established with the existing ones.

4. Collectibles

During our design meetings there came a point where we considered adding Collectibles in the game to encourage players to explore optional areas of each level. This would require us to create new assets, give them purpose (e.g. required to progress or unlock behind the scenes content) in the game's world and implement them.

Appendices

5. Competitive Analysis Appendix

Diablo III

http://tinyurl.com/8y8xwhk

The critically acclaimed Diablo series returns in this third installment. In this action packed isometric adventure, players use an arsenal of abilities to destroy any enemy that stays in their way. The game is praised by its fluent combat that encourages players to keep killing more enemies and not let the action stop. *It's About Time* incorporates that sense of keeping the action going by allowing players to slow down time in an area and using their enemies' weapons against them.

One thing that *Diablo III* was heavily criticized about was the Auction House feature that allowed players to buy any gear they wanted for real money and given the heavy reliance on equipment in this game, it's easy to see why players were frustrated by it. Our game avoids that issue entirely by removing the need for equipment. That way we put the focus of the combat where we believe it belongs: In the skill of the player to use their set of items and abilities to conquer the space.

Lara Croft and the Guardian of Light

http://tinyurl.com/zuvdjko

A very atypical game as far as the Tomb Raider series goes (it also doesn't have the Tomb Raider in the title). It's an isometric action adventure game with heavy emphasis on cooperative play where players play as Lara Croft and a Mayan warrior named Totec. The game was praised acclaimed for its clever puzzle design and lush visuals, points that we follow and build upon in *It's About Time*. By having puzzle sections using enemies as components that form the solution, we hope to give players lots of epiphany moments as they figure out how to advance.

Unfortunately, the game didn't do so well with its story. Critics claim it was cheesy and forgettable, not really adding anything to the game. *It's About Time*'s lighthearted and more cartoonish tone helps avoid that situation in the sense that the story's memorability comes from the funny moments between the characters while players are exploring the Clock Tower.

The Legend of Zelda Triforce Heroes

http://tinyurl.com/nedxtdd

The latest game of the Zelda franchise brings a co-op adventure with three players where each plays a different colored version of the main hero, Link, while defeating enemies and solving puzzles. While the co-op is one of the game's biggest strengths, it's also a huge

issue, as it doesn't have an option to play with only two players. Our game doesn't have that problem, as we support both one or two players in the adventure.

On the other hand, one of the most interesting things *Triforce Heroes* has are the items. Each is designed to have a very unique use and that's a lesson that *It's About Time* took when crafting the unique items that compose the player's arsenal.
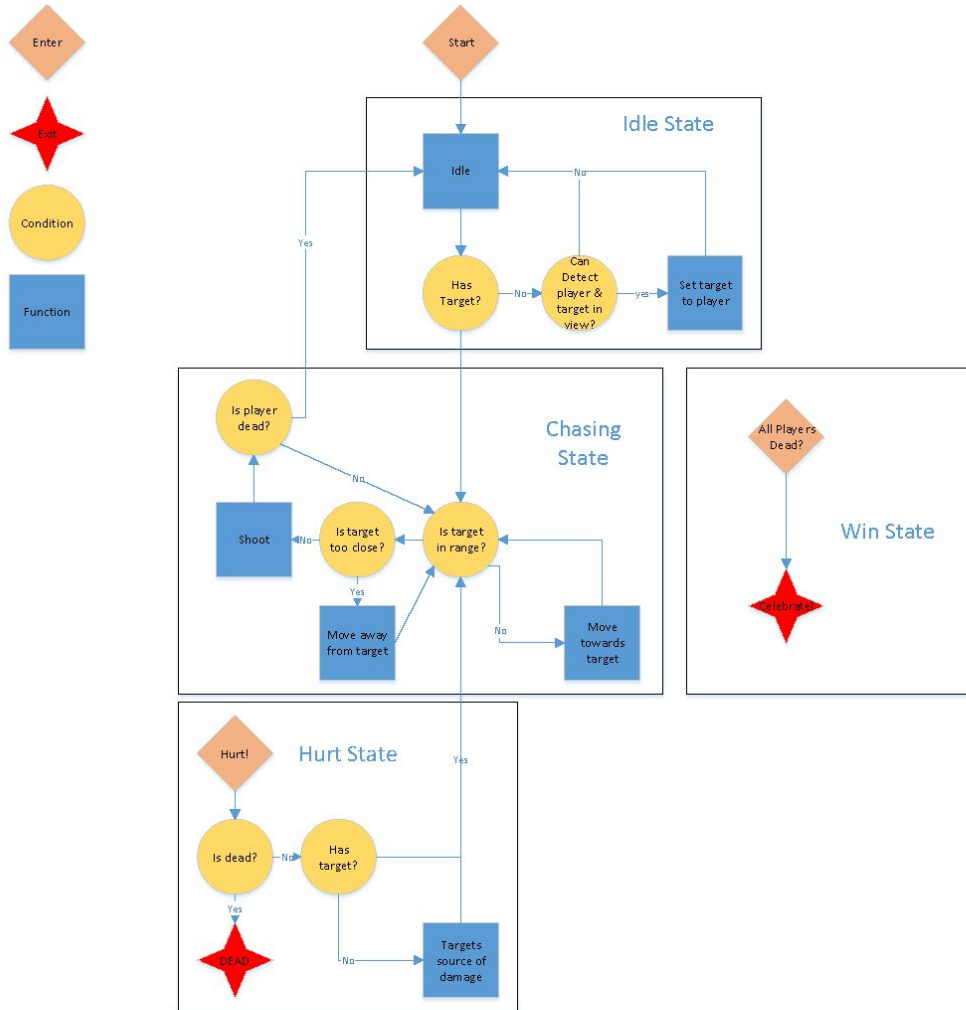
6. AI Diagrams Appendix
Spider
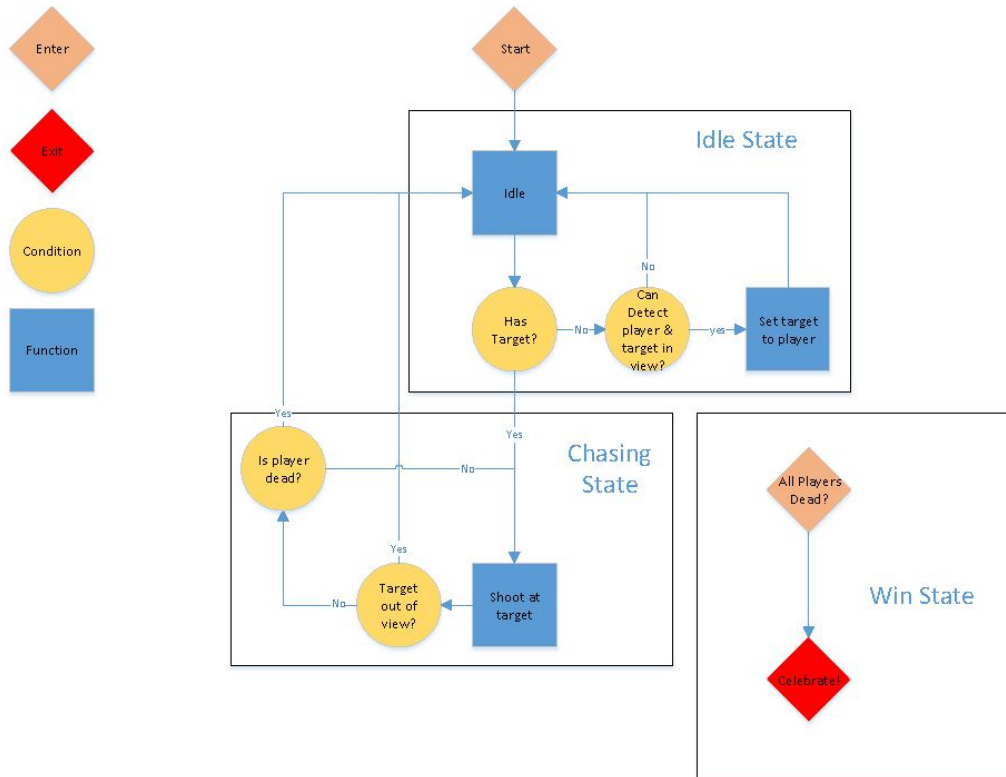
Figure 51: Spider AI Diagram
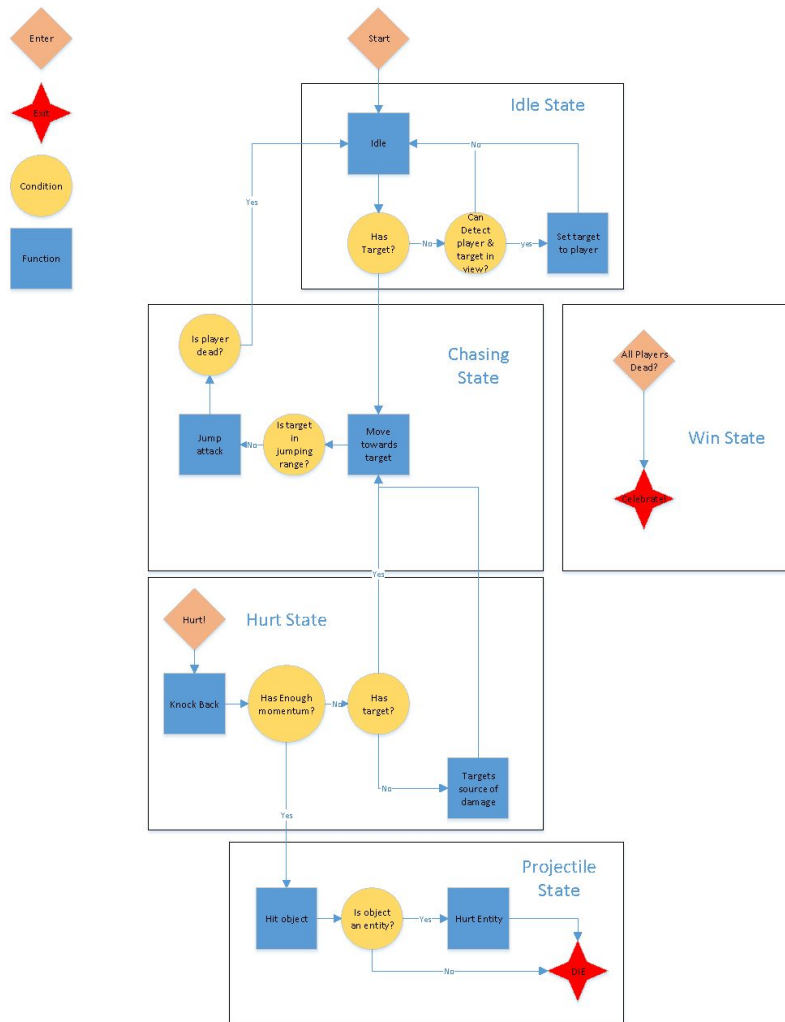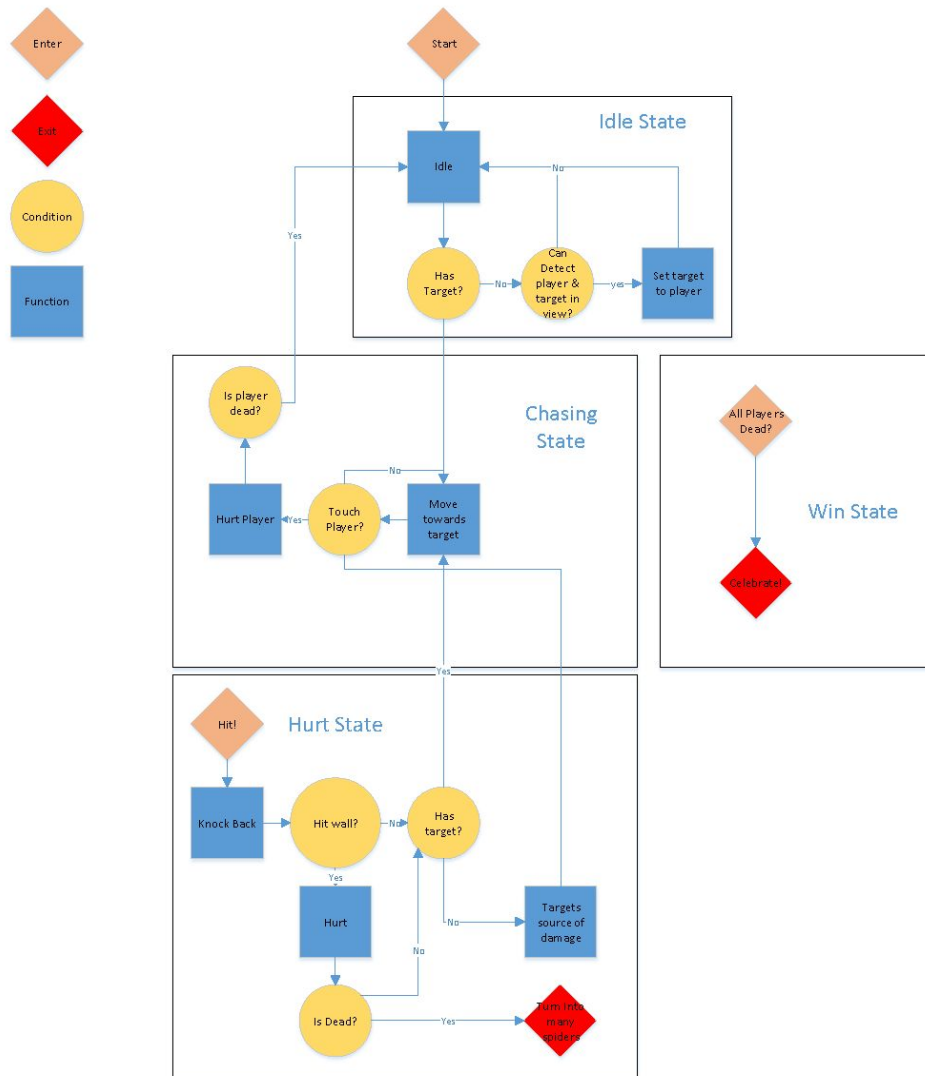
Seahorse

Figure 52: Seahorse AI Diagram

Cucko Tower
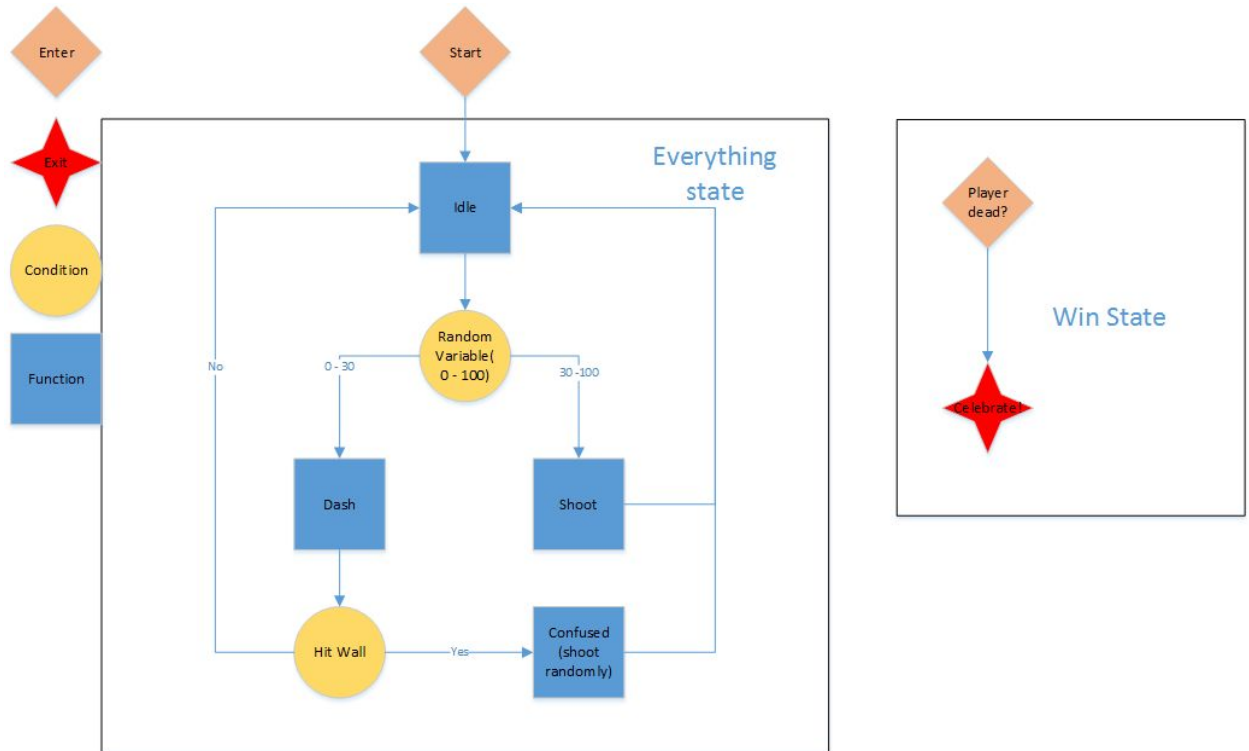
Figure 53: Cucko Tower AI Diagram

Clocker Top

Figure 54: Clocker Top AI Diagram

Indestructi-BULL

Figure 55: Indestructi-BULL AI Diagram

References

The following resources have been used for information and inspiration of *It's About Time*.

Games
- Diablo III
- Lara Croft and The Guardian of Light
- Bastion
- Brothers: A Tale of Two Sons
- Goof Troop
- Alice: Madness Returns (Mad Hatter's Domain)
- Castlevania Lament of Innocence

Movies
- Hugo
- X-Men: Days of Future Past (Quicksilver Scene)
- **Book of Life**

Animations
- The Clock Tower by Cara Khan - https://www.youtube.com/watch?v=NwRRHRH9yLo