

Game Concept Example

Time Mesh

www.timemesh.eu

e.g. Time Mesh Game Concept

- **Idea** – Game reality is different from the real reality. Something went wrong in the history. Player has to go back in time and find out what went wrong?
- **Players' role** – Player has to go back in time and fix the history. Avatar based game
- **Challenges** – Learn history, understand conditions, collect information and objects, solve puzzles, ...
- **Actions** – Walk, talk, pick up items, use items, ...
- **Genre** – Adventure, 2D, 3rd person view
- **Target audience** – Primary school kids (6th – 9th grades)
- **Hardware platform** – Online
- **Competition mode** – Single player
- **Game world** – e.g. WW2 40's + WB rough stile

e.g. Time Mesh Game World



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