

Project Hourglass Game Design Document

Game Overview

High Concept

Kila: Hourbound is a **third-person, action-adventure platformer** game for PC and Steam Deck, set in the **fantastical world** of Aion, featuring **melee combat**, **fast-paced movement** and navigation, and the ability for players to **strategically manipulate time** to grant themselves special abilities.

Genre

Action-Adventure Platformer

Platform

PC; Steam Deck

Engine

Unreal Engine 5.6

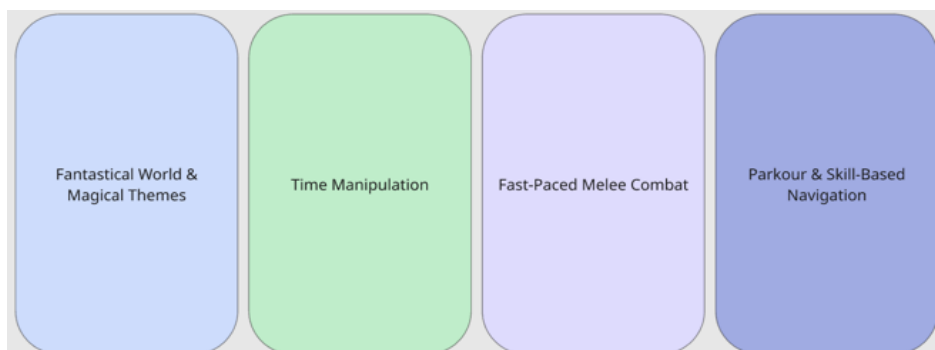
Camera

third-person

Target Audience

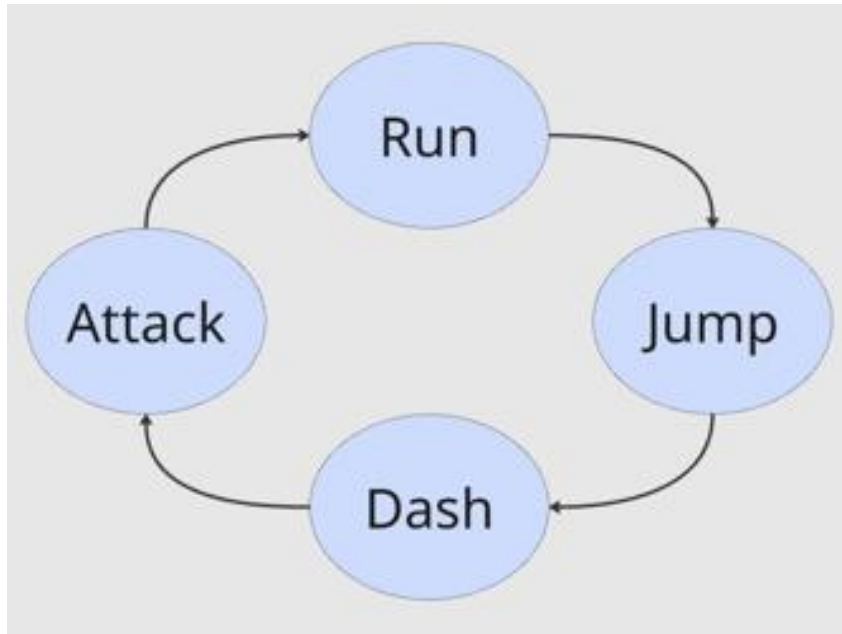
Project Hourglass is targeted to reach those who are fans of fast-paced movement, in navigating areas, platforming, as well as combat. The game will also appeal to those who enjoy timed challenges and who like to strategize to achieve best time/ speedrun.

Game Pillars



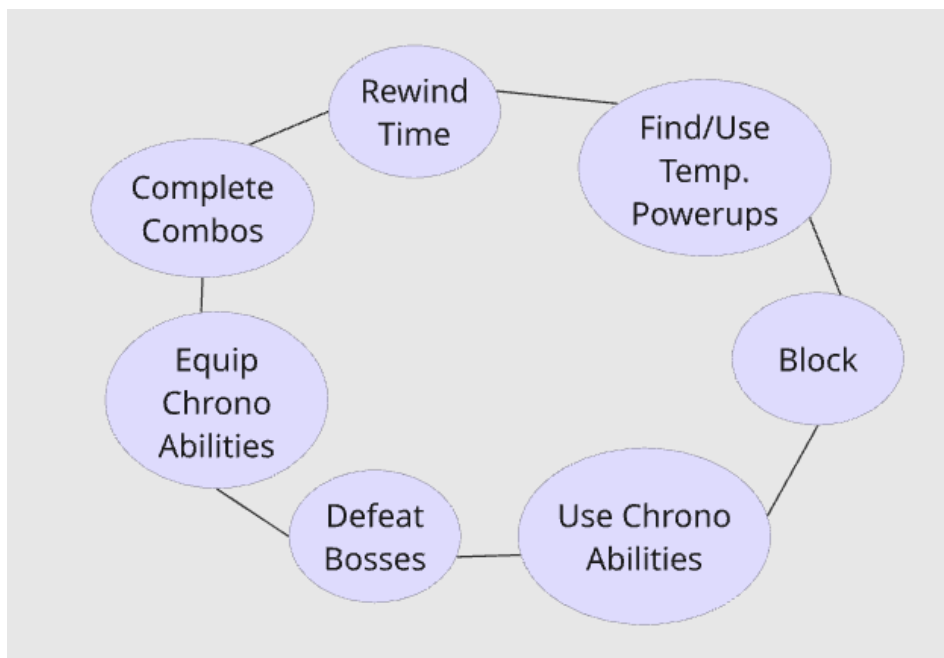
Gameplay Loops

Core Loop

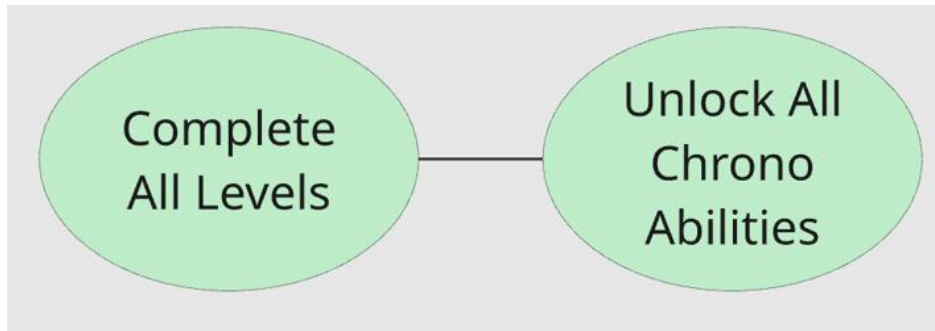


-jump(+double jump)

Secondary Loop



Tertiary Loop



Combat & Platforming

Combat should...

Feel Fast - The speed should match that of level movement and navigation. A player should not feel they have to slow down to engage in combat.

Emphasize player control and responsiveness - the player should feel like Kila is an extension of themselves, not like they are separate (i.e. delay, frustration in executing intended actions of player)

Feel powerful - The enemy reactions and effects of the player's attacks should provide clear feedback that gives weight to the player's executed actions

Platforming should...

Feel quick - actions (jump, dash, etc.) should occur immediately on player input and should not take long to play out (i.e. player can jump high but should land quickly and not feel floaty)

Give the player a sense of Kila's weight and gravity

Include variation, while building on learned skills - skill checks can be differentiated on whether or not enemies are present, emphasizing verticality vs. horizontal stretch, diagonals, whether or not integrated with puzzles and how quickly they need to execute

Character & Weapon & Equipment



Gameplay Systems and Mechanics

Player Actions & Behaviors

Movement

- Walk
- Sprint
- Jump & Double-Jump
- Dash

Combat

- Base Attack
- Slam Attack

Animation Note:

Attacks String Together **Animation Montages**

Each Montage is Played per Attack BTNP input

(3 Montages) Basic Attack: X+X+X will play all three stringed anims

- Block

Special Abilities

- Rewinding time
- Chrono (slot 4) abilities

Rewinding Time

Use/ How: Can rewind by holding down button up to maximum value (can hold down to rewind 3 seconds, but can go up to five)

On rewind, items that **WILL** rewind:

- Player (position, health, and time currency -minus time used to perform rewind)
- Designated fluid time objects (moving platforms, etc.)

Items that **WILL NOT** rewind:

- Enemies (BUT, enemies may be frozen during rewind)
- Buffs (if player has 5 seconds left of buff, rewinds for 3 seconds, the buff will be at 2 seconds left)
- Cool-downs

Notes:

- Buff will automatically be lost upon player death or return to checkpoint (even if buff was in-effect when checkpoint was logged)
- Objects that are in fluid time will be visually distinct with a blue tint to convey they are associated with time manipulation and give the affordance the player can interact with them

Chrono Abilities	
Time Flow	Dash leaves an AOE (area of effect) that slows enemies in it at the start point
Dash Explosion	Dash creates an explosion at the start point
Rewind Zone	Rewind leaves an AOE that freezes enemies in the zone for 3 seconds
Acceleration Zone	Creates a zone that will accelerate the player in that area

Time Blade	Power up the weapon for the next 3 attacks. Steal time from the enemies and deal higher damage	
Time Bomb	Rewind creates an explosion at the player's start point	
Phantom	Leave a phantom at the start point of Dash, attracting enemies' attention. Explode when hit by enemies.	
Player Action	Cooldown (If Applicable)	Events & Notes
Sprint	N/A	
Jump	N/A	
Double-Jump	N/A	*Player starts off with this skill
Dash/ Dodge	Has 5-second cool down for free usage	<i>Costs time if used multiple times before 5sec cooldown is over - costs will increase per extra use before cooldown is over</i> Player cannot dash at an angle *We will need to ensure walls are not too thin so no risk of dashing through
Block		Block will be done using the player's staff/weapon Visually will show as Kila holding the staff across her chest in a diagonal direction
Rewind	Has cooldown after 1 use	*Player starts off with this skill Player will rewind themselves and other set objects in fluid time for up to fixed amount of seconds by holding down button <i>Costs time - will cost base value and cost more for each additional second rewind</i> i.e. (numeric values are for example only) Rewind costs 3 for 1 second rewind additional cost of 1 for each additional second up to fixed maximum held down

Time Flow (chrono)	will have separate own cooldown	<i>Costs time</i> Dash leaves an AOE (area of effect) that slows enemies in it at the start point
Dash Explosion (chrono)	will have separate own cooldown	<i>Costs time</i> Dash creates an explosion at the start point
Rewind Zone (chrono)	will have separate own cooldown	<i>Costs time</i> Rewind leaves an AOE that freezes enemies in the zone for 3 seconds
Acceleration Zone (chrono)	will have separate own cooldown	<i>Costs time</i> Creates a zone that will accelerate the player in that area
Time Blade (chrono)	will have separate own cooldown	<i>Costs time</i> Power up the weapon for the next 3 attacks. Steal time from the enemies and deal higher damage
Time Bomb (chrono)	will have separate own cooldown	<i>Costs time</i> Rewind creates an explosion at the player's start point
Phantom (chrono)	will have separate own cooldown	<i>Costs time</i> Leave a phantom at the start point of Dash, attracting enemies' attention. Explode when hit by enemies.
Base Attack	N/A	x x+x x+x+x
Slam (Jump + Attack; land on ground)	N/A	Sends out ring wave on ground that stuns enemies and deals low-medium damage to all enemies within radius
Slam (Jump + Attack; land on enemy)	N/A	Strikes Enemy and Deals Damage

Parry (melee enemy)	N/A	Precise timing of block for incoming enemy attack On Parry: • Enemy stunned • Window for player attack (no auto-attack) • Attack dealt will reflect standard attack that was input, but will deal more damage Visual: • No added player attack animations • But special enemy stun animation will convey
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Cooldowns

Cool downs begin the moment a skill has been activated by the player.

*Note: If chrono abilities are tied to an already existing action, they may still have a separate cooldown (e.g. dash will not end in explosion every time, etc.)

Enemies & Bosses

States:

- Patrol,
- Taunt/telegraph,
- Combat (attacking or circling),
- Retreat (resuming patrol on player's leave of combat area)

Patrol Behavior

For the ranged enemy, enemies will teleport between fixed locations on a regular time interval

Melee enemies will walk and play some animations (i.e. small idle, scratch head) between designer placed patrol points

Ranged Teleportation Behavior In-Level

In combat, ranged enemies will teleport on

a) dealt damage

b) % probability on projectile spawned

Combat and Attack Behavior

- There is chance for differing damage for strictly melee attacks (only applicable to RE1 and RE1 Elite) - i.e. this melee attack can deal 10 to 15 damage; when individual enemy spawns, number will be randomly selected (ex: 12) and that single enemy will stick with that damage number for each successful hit
- For melee enemies' base attacks, instead of having building combos, the enemy will now have 3 different attacks (1,2,3). However, they can execute one that can be shortly followed by one of the other attacks to essentially fake a combo.

Possible Attacks & Combinations

1

2

3

12

23

123

Not achievable:

21

31

13

Important Notes:

- **Ranged** enemy will have the **One Singular Attack/Effect**
- Models for RE1 Elite and RE5 will reflect altered versions of RE1



Enemy (Standard)	Type	Visual Depiction/ Weapon	Attack & Notes
RE1 (Koba)	Melee	Machete (metal)	3 base attacks (1,2,3)
RE1 Elite (Elite Koba)	Melee	Machete (metal)	3 base RE1 attacks (1,2,3) Key differences are heightened damage and health
RE2 (Sages)	Ranged	*AOE Attacks Depicted as a clock that	1 base attack *This attack will follow the player and build to detonate, giving the player a chance to outrun or dodge it

Boss Savages	Type	Visual Depiction
1 (Dawn)	Tree	Mushrooms
2 (Day)	Tree	Flowers
3 (Dusk)	Tree	Leaves
4 (Night)	Tree	Crystals

*All tree bosses will have unique added elements on them for variation/differentiation

Boss Events

- Ranged but no movement behavior (boss will be stationery, i.e. sits in middle of arena)
- Player objective is to break boss shield to be able to defeat boss
- Standard enemy savages will also be present to add to the challenge

Player may break shield by...

->Breaking vine shield nodes tied to the shield (timing restrictions can be used)

Enemy Buff Information

Enemies will not be able to directly buff/debuff each other.

Standard enemies **cannot** receive buff from set environmental objects - i.e. extended health, etc.

Initial Mockups



Player Amplifiers

Player Amplifiers give temporary or permanent advantages to the player to help them complete level areas and foster new skills. These amplifiers can be broken down into 3 key sections:

1. Artifacts (pickups)
2. Lithics (temporary powerups)
3. upgrades (chrono abilities)

All Amplifiers are tied to Player Resources**

Player Resources

Health

Use: In simple terms - life.

How to Gain: can only gain through healing salve artifact or on checkpoint respawn

→ What allows player to continue operating in fluid time; if no health is left player must revert to previous checkpoint or hub if no checkpoint has been registered

→ Player always starts at full health at the beginning of a new area run

1. Health does not affect any other resource
2. Health is affected by:
 1. Damage taken by enemies
 2. Time reaching zero - health will start to rapidly deteriorate (reach zero in a matter of 2-3 seconds)

Time Currency

Use: Allows players to travel in areas with frozen time, so long as they have remaining fluid time currency

How to Gain: Players may earn more time currency in levels by

- a) Finding time capsule artifacts in the world or
- b) By killing enemies that will drop some time

Notes:

Player starts with full time allotted by designers for that area

- Time decreases 1-1 with a player's real time
- Time can be earned back - i.e. artifacts/pickups, etc.
- Time can decrease more than one second at a time if used for special skills/ abilities (i.e. rewind, successive dashes)

Elixir

Use: Levels up permanent player upgrades - DONE BY DESIGNERS ON LEVEL COMPLETE

Upgrades player base stats - health, damage

Chrono Slots (previously gears)

Use: Equip and level up chrono abilities in the player hub(only).

How to Gain: Defeating bosses/ level completion

World Context: Chrono slots can be plugged into time-related tools to apply these abilities to it

On game start(before playing any level; introduced during playthrough of the hub tutorial):
Player receives fixed slots as a present from keepers for...

- a) Double-Jump (beginning of tutorial)
- b) Rewind (beginning of tutorial)
- c) Dash (beginning of tutorial)

After playing and completing one level: Player receives a chrono slot (not fixed) they can use to select a single chrono (slot 4) ability

For the second, third, and fourth level completed: Player receives chrono slots per level completion they can use to either

- a) equip a new chrono ability
- b) level up the current ability they have

Note: If a player chooses to change their ability and later reverts to an ability previously equipped/upgraded, the upgrades to that ability will still be there

Artifacts (Pickups)

- Small items that can add to/protect time currency, abilities, and player health
- These are found via enemy drops or specific location placement in levels

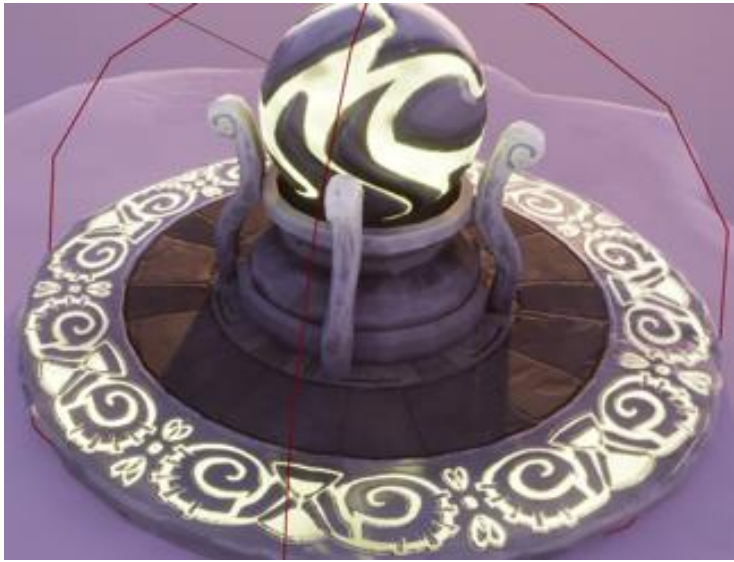
Artifact	Description
Time Shield 	Freeze time for 3 seconds

Time Capsule 	Add 5 seconds to player's time currency
Healing Salve 	Heal the player with 10 HP
Time Shard 	Reduce the cooldown of equipped chrono ability for 3 seconds

Lithics (Temporary Powerups)

Items that grant the player a temporary buff for a limited amount of time in that level; more rare.

- Powerup locations are pre-determined by designers
- Which powerup is present is explicitly determined on engine placement
- Conveyance: Players, upon entering a certain proximity of the powerup, will send out vfx wave and once this hits the player, the emissive will go out and the powerup will take effect

Lithic	Description
Arcane Rune 	Decrease the cooldown time of chrono special ability by 25%
Stone Skin 	Decrease the speed by 10%, and decrease the damage receive from the enemies by 20%

Burning



Attack can burn the enemy for 3 seconds, the burning will deal 5 damage per seconds

Upgrades

Two sections: Abilities & Buffs

Chrono Abilities that expand on movement and time manipulation.

i.e. ability to freeze an enemy in the air

Choosing and Equipping Chrono (slot 4):

- A player unlocks a chrono ability with a gear/ chrono slot. Once an ability has been unlocked, it is always available to be equipped, but only one chrono ability can be equipped at a time.
- 3 core abilities (jump, dash, rewind) are guaranteed a permanent state to the player (upon unlocking), while chrono can be changed at the hub as desired by the player

Permanent Players Buffs that increase player stats (pre-set by the designers to reward to player on level completion)

These buffs will allow a player to increase(%percentage) the player's key two stats:

- Health
- Damage Dealt per Strike

Amplifier Table

		How to Collect	How to Equip	Duration	Other Notes
	Artifacts (pickups)	- Find on map - Kill enemy (enemy drop)	- Within proximity (on map) - Enemy drop - automatic - Player does not do any input to trigger	Set per artifact (i.e. time shield will always add fixed number - like 5sec)	Only found in level play and only used in level play
	Lithics (temporary powerups)	Find on area entry	- Within proximity (on map) - Player does not do any input to trigger	Set for buff (as soon as it is equipped time starts counting down (i.e. 30sec)	
Upgrades	Chrono (slot 4) Abilities	Gears/ chrono slots received on level completion	*Within hub Equipping chrono slot in UI	Permanent >chrono ability is also permanent until changed by player	
Upgrades	Perm Stat Buffs	- Elixir (fixed amount) received on level completion (extra) received via level bonuses			

Combo System

Overview

1. Combos are achieved by the player **accumulating successive hits** on enemies (sole way to earn combo)
2. Combos can warrant reward multipliers if corresponding amounts of combos are achieved
3. Combos can be **interrupted/stopped on three conditions**:
 1. The player takes damage
 2. The player executed an attack but missed (did not connect with an enemy)
 3. Time runs out (too much time between hits has passed - specific timer value to be iterated on in balancing)

World & Level Layout

Level Progression

- There is set progression for all levels; the progression corresponds with standard time of day passing. Only one level will be unlocked at a time.
- Boss progression will be simulated by taking player stat levels and amplifying boss stats (i.e. health) to make for an accurate difficulty match

Flow Blockers

Mini flow blockers are spread across the levels that require players to execute different skills (i.e. dash, rewind, etc.) and engage in small skill-checks (i.e. fast movement, platforming).

The intention is to briefly slow down players in certain spaces while keeping the tension on them of needing to move fast as the clock is still running. These also construct opportunities for players to execute their skills and chrono abilities that are relevant.

Flow blockers can be broken out into **two main categories**:

1. **Object Collection**
 1. Requires player to collect an asset, reflecting colored key functionality, that allows them to pass through the matching gate
2. **Object Interaction**
 1. Requires player to trigger button input to move set objects (raising platform, stone blocking pathway, etc.)

A common factor for both categories consist of *limited time*. Upon collecting the item or interacting with the item, a player has limited time to access the paired component:

i.e. On acquiring a certain color or object that unlocks the door, the item only stays with the player for 10 seconds before they would have to go re-collect it.

i.e. On triggering a button, the related moving platform will only stay in the new state for 10 seconds.

Checkpoints

Checkpoints serve as a respawn for players to return to upon death (health reaching 0).

If a player returns to one of these, this is equivalent to returning to a save state.

Checkpoint Notes:

Time will not be at exact value of when checkpoint was registered, but a **set amount of time and health will be given to the player** when they respawn at a checkpoint

Returning to Hub

- A player may choose to return to the hub at any point, but will lose all level area progress for the level they are in if they have not completed it
- If a player loses level area progress and returns, they will essentially be returning to the save state they had logged before beginning that uncompleted level

Level Bonuses & Gaining Elixir

currently in works if bonuses garner extra elixir-given stats - subject to change*

Bonuses are what give player elixir currency to be spent at their discretion in the hub.

Player will also received **fixed amount** of elixir on **completion of level**.

Level Bonuses are earned by:

a) #Restarts taken to complete the level (for the first time)

-fewer restarts = higher bonus

-no restart bonus earned after restarting the game for the third time (1-2 elixirs)

b) Remaining time that was not used by the player AND a bonus based on what % was left (i.e. 10% left grants 10 elixir)

c) Enemies Killed - What % out of all area-set enemies spawned

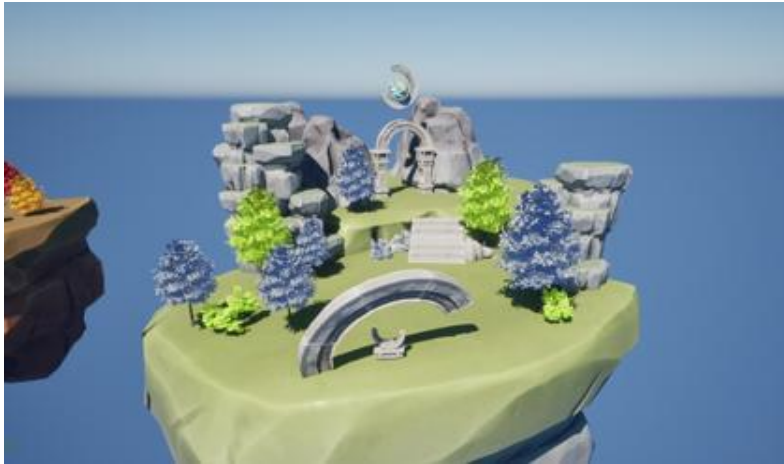
Level Details

As previously suggested, players may choose which area they would like to target next for a mission, aside from the final level (if this tier is achieved of having a unique boss for the end).

Level One

Time: Dawn

Characterization: Brighter purple-blue and green hues; **emphasis on Stars**



Level Two

Time: Day

Characterization: Natural colors with pops of brighter colors found in foliage; mushrooms, grass and greenery; **emphasis on Sun**



Level Three

Time: Dusk

Characterization: Warmer colors and tones - browns, oranges, dark reds; fall-resembling foliage and plant-life; **emphasis on Golden Hour and Clouds**

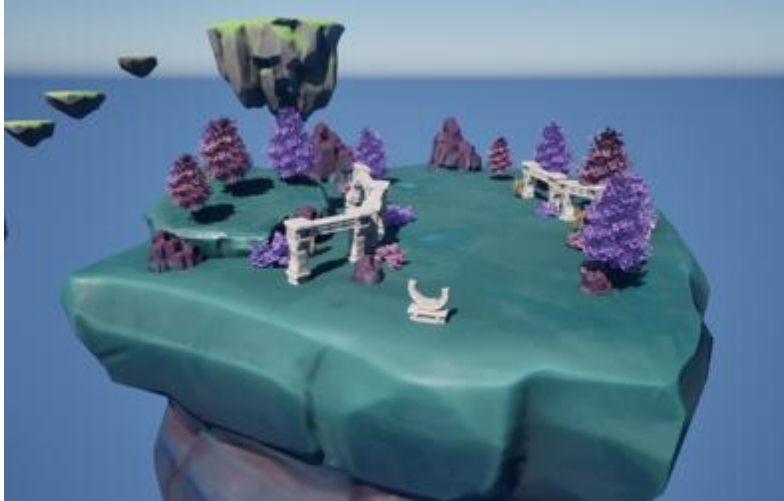
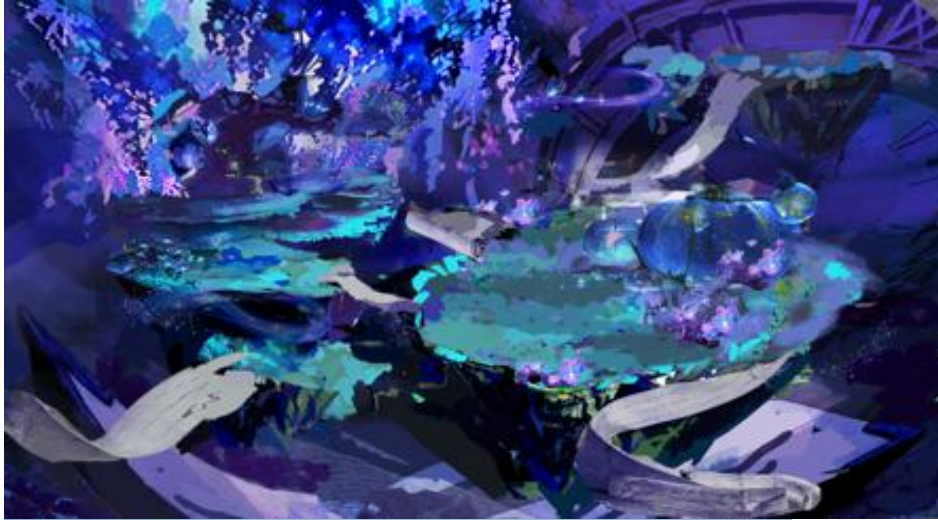


Level Four

Time: Night

Characterization: Dark colors - blues & purples; glowing, emissive foliage and props; **emphasis on Moon**

****Note:** If final level has unique boss, this is the set level to be the end



World Building

References and Inspiration

Environment Characteristics & Inspo

- Building on elements of magic and stone
- Floating pieces, magical clocks and objects - energy balls, etc.
- Architectural pieces resemble ruins of different styles of temples
- Forest-like props present - magical foliage

Reference pictures taken from the web-



Concept Art:



Style & Tone

- Less-saturated
- Stylized
- Magical; fantastical

Narrative and Context

Aion has always been a world of magic & mystery, but 4 years ago that magic and mystery took on a new meaning, when “The Wake” occurred. On that day everyone woke up, and time seemed to have fallen. In some areas time seemed to remain functioning normally, but in others time froze (*see time chart below). Not only did time falter, but so did peoples' concept of it - history, memory, identity lost.

People soon began to discover that not just world-time was affected, but so were time-related objects: clocks, watches, hourglasses, etc. This gave a new value to magic and an incentive to collect it. People were quick to tinker with it, trying to use it, modify it, control it, contain it...

But with a change in reality and the building isolation and desperation from people losing their memory and knowledge, many started turning towards violent tendencies or grouping up to take down others and steal their resources. These beings became known as "the savages"

Before “The Wake”, peace and magic were evident in daily lives. The “Keepers” were renowned for their wisdom and 1-2 per town would help solve, small trivial matters, but no formal government existed.

One year after “The Wake” took place, the Keepers with support of many Aionians formed an oligarchy to help restore order to their land.

Three years later, less chaos was present, but many savages still roamed the land, which prompted the Keepers to contract Kila (game protagonist) as a time bounty hunter.

Kila was 15 years old when “The Wake” occurred and awoke to find herself alone with no recollection of family or anyone to take care of her. With this new reality, Kila had to learn how to survive, fight, and support herself. This meant taking down the savages and occasionally pocketing a stray vial of elixir a vendor wouldn't miss.

But one day her fate changed. A Keeper had noticed her skill dodging and fighting off enemies, quick movement throughout the town, and also her need. They offered her the job as a bounty hunter, tracking down the big threats.

In exchange for her work, the keepers grant her elixir and ensure protection of her area/hub in town, allowing Kila to not have to worry about surviving each day.



Time Chart: Aion's States of Time Post-Wake

	Visual Conveyance	Where Applicable	Other Notes
Frozen Time	Green	Level Areas	Explains why time currency is needed to travel through areas (time is not moving, but currency allows player and enemies to use fluid time to move in it)
Fluid Time	Blue	- Boss dens - Certain towns, including Kila's	Present in time shields and also on certain objects (i.e. moving platforms, etc.)

Game Modes & Replayability

Tutorial/ Practice

- Will serve as area to enter from the hub for the initial tutorial
- Always Unlocked - can practice in between levels as desired

Tutorial

The tutorial will be enforced on each new game for the player to receive their starting skills

The tutorial will be formatted as objective pop-ups that appear in the corner of the screen, while the player makes their way through a miniature level setup.

- The objective will not change until the player has completed the associated action (i.e. double-jump) or a certain amount of time has passed
- As the pop up will remain seen, the game will not pause.

Once a player has completed/learned all key skills, they will complete the required portion of the tutorial. They may continue practicing in the practice area or return at any time between levels, but no new objective or mandatory visit is enforced.

Skills to be learned:

- Basic Movement
- How to Upgrade

- Dash
- Double-Jump
- Rewind
- Attack
- Jump Attack
- Artifact (pickup)
- Run through/ equip power up
- Enemy AOE exposure
- At end of tutorial (in designated area), player will be exposed to the timed element (the time currency bar will pop up) so players may understand the function of limited time
- Mini object collection flow blocker

End of Game

On arriving back at hub - pop up appears smack middle of screen:

"You have successfully defeated all of the rogue savages across Aion.

The lands can now remain at peace a little while longer.

*** space - empty line***

Still new savages will rise and skills to be mastered, and so calls your return to the lands.

Your destiny awaits Kila, Keeper of Time.

Player Experience

Conveyance & Affordances

Damage Red	AOE (on lock/detonate) Health lost - vfx, bar & vignette
Time Teal	Time Shield Pickup (White orb, teal clock inside) Time Capsule Pickup (teal orb, clock inside with small added plus sign) Adding time vfx on bar Moving Platforms Puzzle Pieces
Health Green	Healing Salve Pickup (Green orb, green plus sign) Adding Health VFX on bar
Boss Orange	Boss Shield Boss Shield Nodes & connecting beams Can we change ace for boss color from originally blue to orange only for the boss ones?
Stress, Stamina & Cooldowns Purple	Arcane Rune Lithic Time Shard Pickup (Purple orb & icon) - (icon will match icon on cooldown hud element) Can we change color of the cooldown shading from yellow to purple?
Try Teal	Lanterns Decal/conveyance for areas player can/should jump or mantle

Audio

percussive, orchestral sound, slightly exotic elements to emphasize nature and fantastical elements

Implementation Approach: Base Layer or Theme throughout game and unique layers for combat, bosses, and level

Music should capture themes of time, fantasy, exotic nature

- Menus
- Hub Music

-Should keep fantasy theme, but be slower in pace and instill the feelings of peace and calmness

- General Area Exploration Music
- Boss Music

-Quick ramp-up, high tension, quick speed; should create more tension than standard combat music

- Combat Scene

Moment	Description	
Approaching	Player is approaching enemy interval (within certain radius) but has not engaged with an enemy yet	(looping audio file that are all the same length, playing at same time, but controlling volume for what you want to hear at that time- vertical layering)
In-combat	Player is engaging in combat sequence	
Closing-In	Player has only 1-2 enemies left in encounter to defeat	
Success	Player successfully defeats all enemies in encounter area	stinger - short musical clip that plays like a sound effect
Flee	Player has enemies left in encounter but is leaving enemy radius	stinger - short musical clip that plays like a sound effect or turn down other layers and return to approaching

Controls

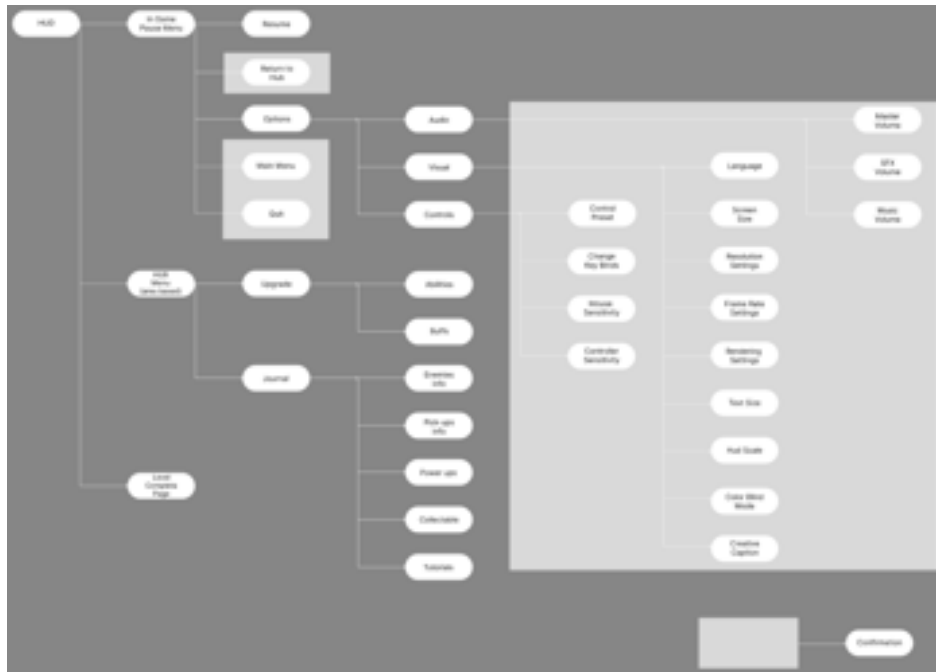




Menus

Menu Navigation





Menu - UI Aesthetics

The menu should incorporate the main themes of the game - time and fantasy. Menus can incorporate clock-like elements, such as gears and clock hands. Hovering over buttons should be visually and audibly conveyed, as well as clicking.

In-Game UI & HUD

Level HUD

The level area HUD will have the following major components:

1. Time currency bar (always showing)
2. Health bar
3. Space for buff/ lithic icon
 1. This icon will only be apparent when a lithic/powerup is in play
 2. The icon's color saturation when slowly fade from top to bottom to indicate the remaining time a player is equipped with it. When only a small amount of time with the buff is left, the icon will start blinking, and then disappear when it runs out.
4. Cool down visual representation for rewind, dash and selected chrono ability
5. Boss Health bar (visible in boss area only)
 1. visuals for boss shield nodes below it
6. Rewind prompt - flashing hourglass (appears when the player should rewind - triggers)
 1. this is trigger activated (triggers to be placed underneath islands and around rewindable puzzle components)

Journal

The journal will feature different sections that relay small narrative prompts describing the associated character/objects

- Savages (where enemies and boss will be grouped)
- Artifacts (where pick ups and power ups will be)
- Resources (weapon, gears, elixir)
- Landmarks
- Tutorial (events listed out)



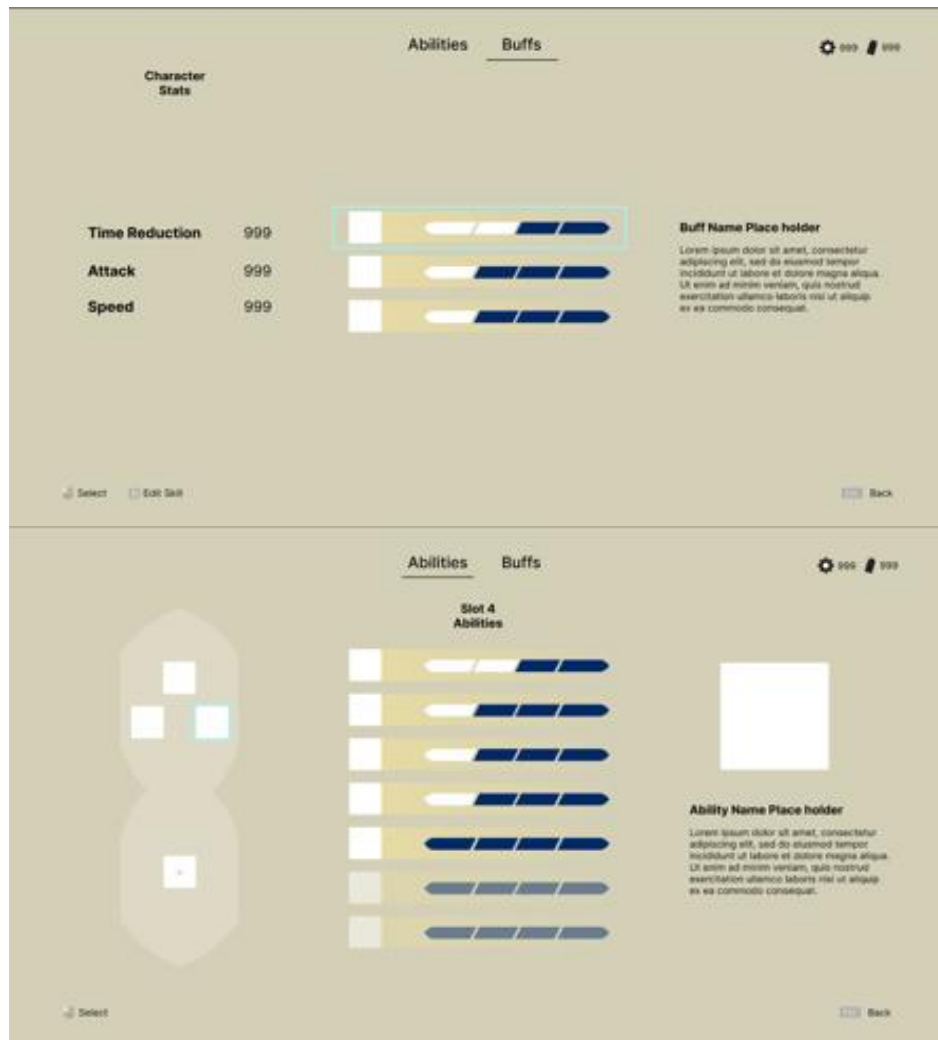
Upgrade System UI

inspo/reference: dead cells

- a) The menu will have one page for the gears (chrono slots) & chrono abilities
- b) The player's current inventory (total number of chrono slots) will be reflected in the top right corner, so they may plan accordingly.
- c) In order from left to right, the section will feature
 - The abilities corresponding category (if tied to dash, rewind, or jump)
 - the name of the ability or buff
 - the ability/ buff's corresponding level bar
 - a description of the buff

Notes: The player will press on the bar and press 'a' to level it up

A message should appear at the bottom of the screen to “ Press A on level bar to upgrade “



Accessibility & Features

Localization

- English
- Chinese
- Arabic

Controls

- Controller and Keyboard
- Player may switch dash movement based on player or camera orientation
- Remapping available - Player may customize control inputs in settings

Color Blind Modes

- Post-process filters ~5 different overlays to cater to the different types
- Have specific characters/things stick out using special materials – will be able to change color
 - Objects will include those under five key tags - player, enemies, bosses, powerups, pickups, and collectables