

Cooperative Game with Space-Time Duality

Vojtěch Czakan

Supervisor: Ing. Tomáš Polášek

Introduction

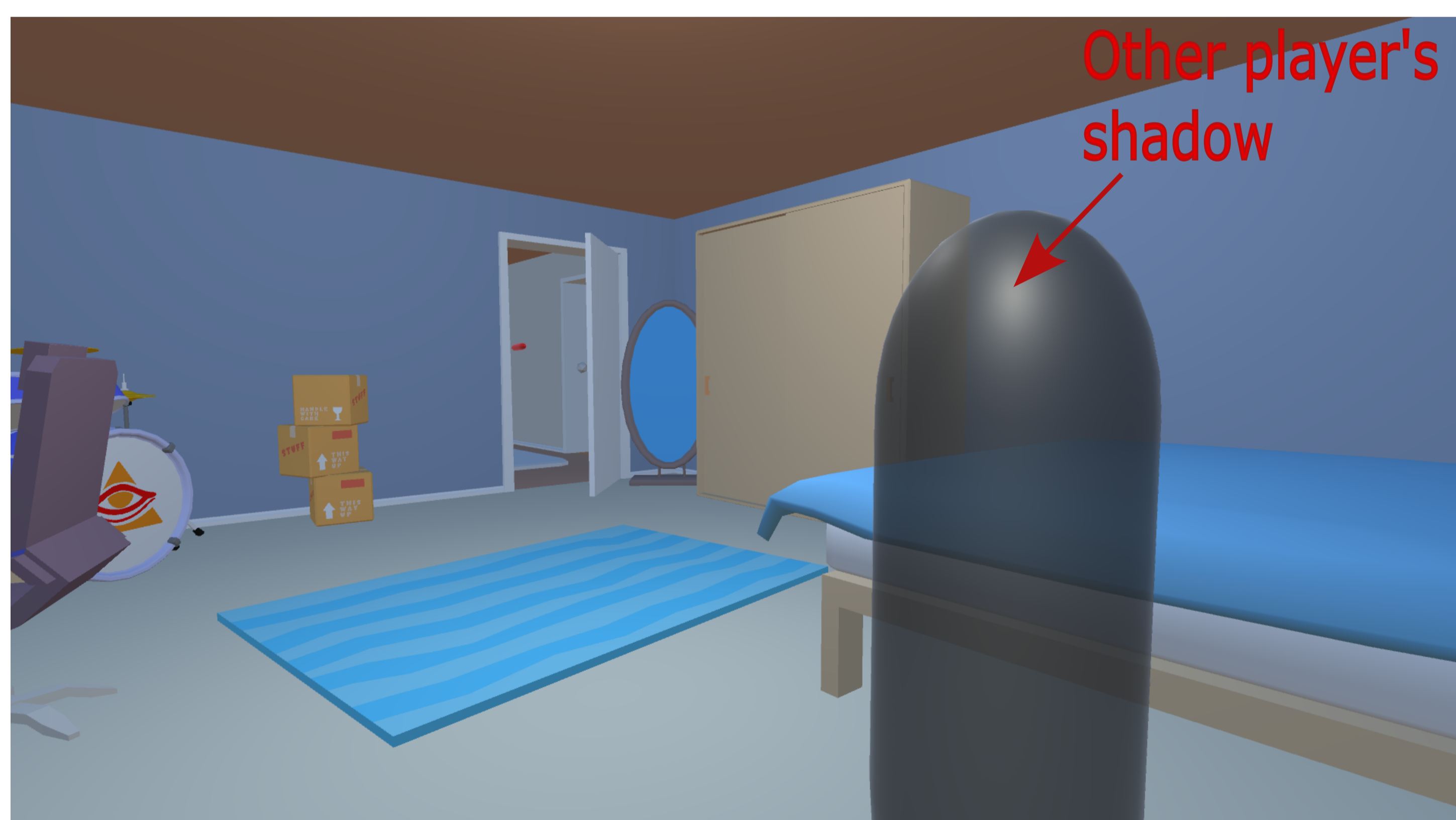
This is a 3D cooperative video game in which you and your friend must work together, communicate effectively, and overcome time constraints to successfully complete all levels. As you progress, you'll gradually realize that the main challenge is not time itself, but your own teammate. At the end of the journey, only one can emerge victorious.

Background

My inspiration for this concept comes from a fascination with manipulating time and a passion for cooperative gameplay. The lack of purely cooperative games, where gameplay mechanics are entirely dependent on the interaction with another player, has also driven my motivation. The cooperative dynamics of the game draw inspiration from 'It Takes Two,' while the time manipulation elements are influenced by 'Superhot'.

Setting

This game unfolds in the present day, albeit within an alternate, more technologically advanced reality. The adventure begins as the player wakes up in their bed and gradually moves to their computer. After playing a video, they become infected with a virus that splits their personality into two distinct entities. These entities represent the players. Each personality exists in a different reality but occupies the same room—or level. They can only see each other's shadows, which reveal their positions within the room. Their mission is to cooperate and navigate through various levels to reach a hospital, where they can be cured of the virus, thus concluding the game.



Genre

A cooperative puzzle game that places a strong emphasis on player communication. Players must strategically plan their actions and communicate effectively to succeed. Timing is crucial, as they alternate control back and forth, navigating through levels to ultimately emerge victorious.

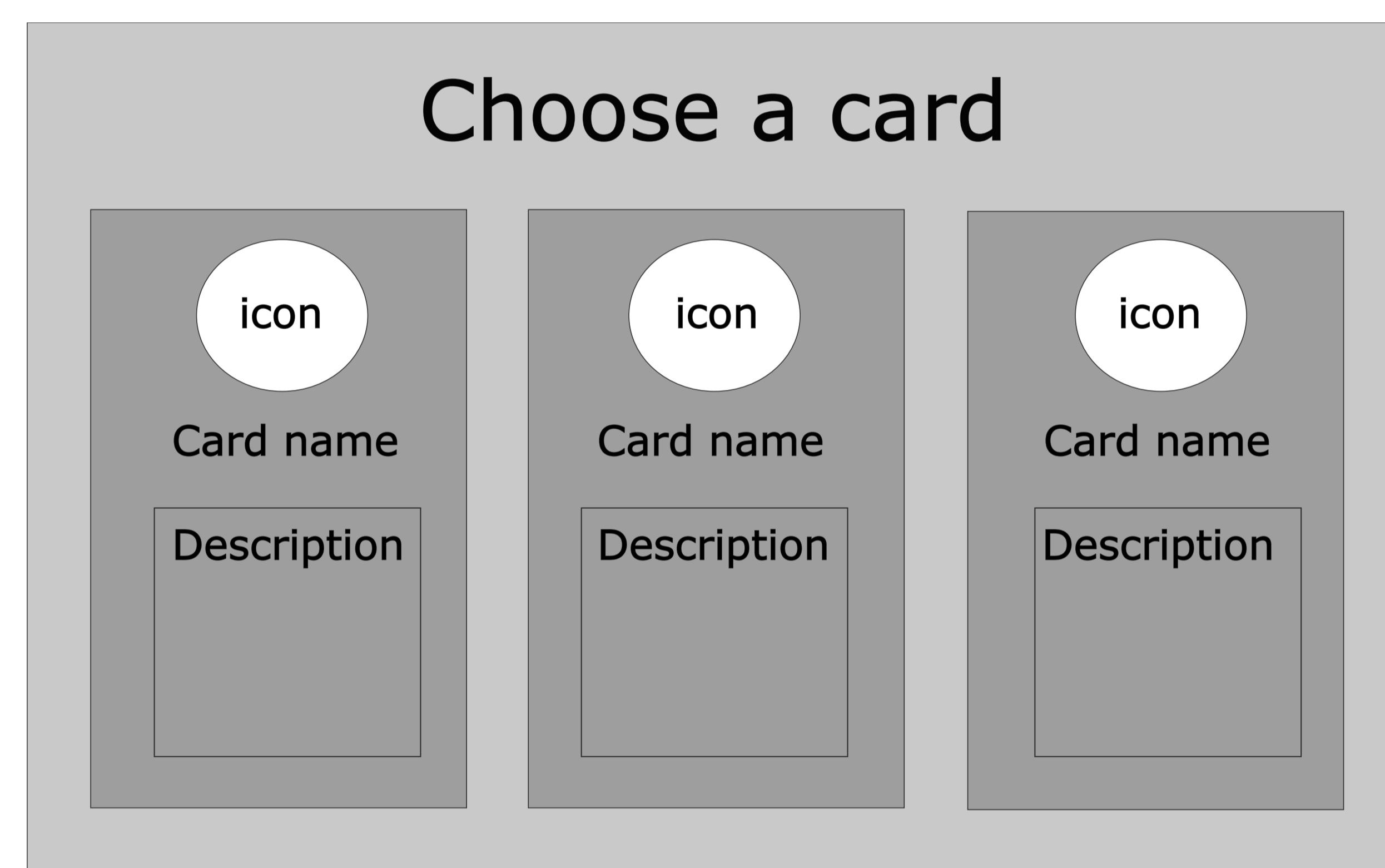
Style

The game will showcase a minimalist, low-poly art style, featuring vibrant colors similar to the aesthetics observed in games like 'Superhot' and 'Sludge Life'.

Cooperation with a twist

In this game, cooperation is crucial as you and your fellow player collaborate to complete each level. However, as the game unfolds, it becomes apparent that only one player can emerge as the victor. This revelation sparks strategic acts of sabotage between players—though executed cautiously, since both players must still complete the level to progress. The player who finishes the level first earns additional points.

As the game develops, a new mechanic is introduced: 'cards.' At the start of each level, you'll select from three randomly chosen cards. These cards offer options to either sabotage your opponent or assist them, depending on their progress in the level. While sabotage actions can earn more points, careful consideration is required in their use.



Teamwork

Communication is essential in this game, as it helps you coordinate movements and strategies for progressing through levels. However, as you advance in the game and the card mechanics come into play, you'll find that deceiving your fellow player sometimes becomes necessary.

With the introduction of card mechanics, a new twist emerges: at the end of each level, one player must guess which card their teammate chose for them. They face the same three card options that were available at the start of the level. Correct guesses reward extra points. This adds a layer of deception, compelling players to mislead each other about their card choices to prevent their opponent from gaining these additional points.

Time control

Time manipulation is a central mechanic of the game. Time slows down in both realities when both players remain stationary, allowing for strategic planning. However, as soon as one player starts moving, time resumes for the other player, activating various obstacles that pose threats.

While one player is in motion, the other must remain still, requiring them to pass control back and forth to navigate through obstacles and progress through the levels. Coordination and precise timing are essential, as players must synchronize their actions to avoid obstacles and advance in the game.