

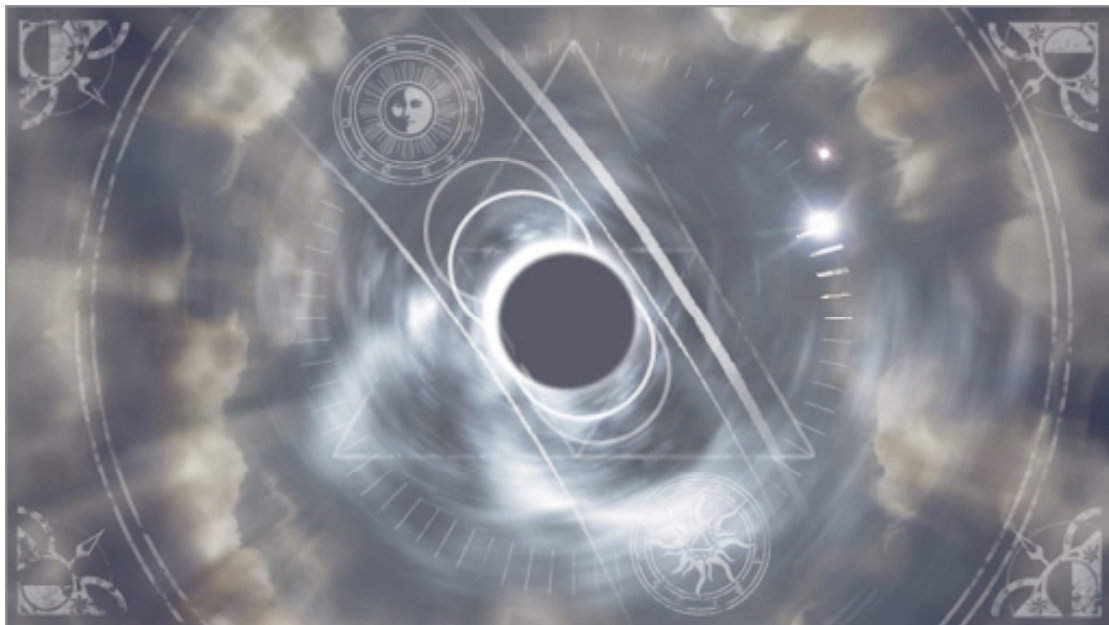
Outline of Turn Back Time

Rework: Tuesday, May 8, 2007

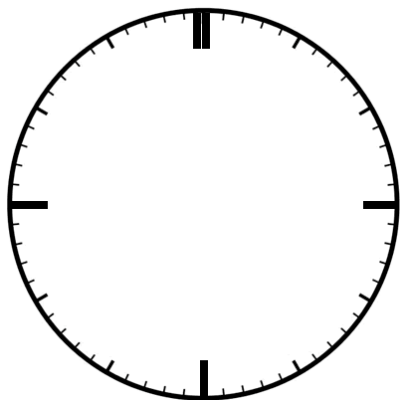
Summary – for review

Game begins as before; tilt off daisy up through the clouds.

We come to rest on conventional sky with a relatively bright sun centre screen. The sun is $\frac{3}{4}$'s covered by the moon. The screen changes to show graphic elements overlaid on the sky: a dial ring (the star is positioned on it), a minute hand of a clock, corner elements from daisy's blind. Circular lines outside the clock face and 6 circle segment areas within the clock face are visible. Early visual below – (the sun and moon illustrations would be removed)



The dial ring is clear of any illustrations. The dial is divided into clear hour and quarter segment markers.



As we arrive, the minute hand is seen to move slowly to the top of the clock in a clockwise fashion, stopping at the 12 position. As this motion concludes (taking x (3) seconds), audio to show that time is slowing to a stop is played. A star then appears at

the tip of the hand. A second after this the interactive cursor appears. The following audio is distant wind.

The background is an ambient sky with slow billowing clouds moving omnidirectionally.

On **rollover** of the star, the star starts moving anti-clockwise, and continues moving backward while rollover persists. On **rollOff**, the star comes to rest with fast inertia (stops within a second).

As the star is moved-anti clockwise, the background video plays in reverse, and the minute hand moves backward but at a slower rate, such that the minute hand moves 1/6 of a full rotation for 1 rotation of the star.

When the player completes 1 rotation of the star, a joiner video of x (3) seconds mixes in (mix lasts x (0.5) seconds) to a 'joiner' piece of video showing the sky with a montaged part of the previous drama scene playing in reverse.

(e.g. Daisy screaming "Joe" in reverse, and disappearing into the centre of the game, in Grahams 'light-jump' effect animation, see right, double-click to play:

N.B. During each joiner, the eclipse visibly moves backward in it's phase. (Conversely the eclipse does not change during each loop section : it would look odd in a loop) Generally the change seen in the eclipse in each joiner sees it move from a state where a tenth of the sun is peaking out from behind the moon, 'back' to a total eclipse. It does not, now, recede earlier than a total eclipse.

The light levels of the game should be changed by the position of the eclipse, if it's at the 'total eclipse' point then the game will become relatively dark.

Also an important part of each joiner is the eclipse. In each joiner, the eclipse visibly moves further back in it's progression. Although the positions of the two bodies move less than 50 pixels for the entire game, the different phases are clearly visible due to overblown and dramatic lens flare and light level:

Joiners 1– The overly bright sky progressively darkens to a mid grey and some lens flare pulls into view as the sun's area becomes 2/3 covered.

Joiners 2 – More sky darkening and a large light spill on one side of the moon forms and grows as the sun is 9/10 covered

Joiners 3 – The dark grey sky moves to dark grey and then black* and the light spill forms into a crest

Joiners 4 – The sky becomes black and the sun creates a reverse diamond ring, with the lens flare shrinking into small concentrated elements

Joiner 5 – The diamond ring disappears and an even halo around the moon appears to illuminate the sky back up to a midnight blue

Joiner 6 Joiner 4 in reverse

* the very darkest sky colour should ultimately be balanced against the drama footage of the total eclipse

The joiner always plays out once each time and always in its entirety. It then mixes to the subsequent loop, where the background reflects the change to the sky. There is never any visible progression to the eclipse and sky during a loop.

Again, rollover of the star for a whole cycle during the next loop will make the game mix to the next joiner showing an even earlier part of the preceding drama scene. Roll off at any stage during a loop keeps the player stuck in their current loop, with the star moving static on the dial again. Roll off during a joiner halts the star on the dial, proceeds the game to the next loop and keeps the player in that loop until successful rollover starts the star moving anti clockwise again.

Every time a new loop is reached, an element in the dial design is filled in: e.g. x (6) pie slice-shaped segments are visible in the dial at the start, and each one is filled in as the minute hand completely sweeps past it. The segments are therefore filled in in a counter clockwise order, throughout the game.

When rollover cycles through its last anticlockwise sweep, it brings the minute hand back to the 12 position, (as always, in an anticlockwise motion), the eclipse moves back to the point where the sun is behind the moon, a final piece of reverse drama is played (presumably Lucy saying "Third contact...", as this is the time jump point in the drama). We then use a dramatic effect of light, tilt or both to return to the scene.

END