ECHO TIMES

Stylized top down adventure with dialogue mechanics about a journalist making an article about potential crime.

The game strives to be artistic, thought-provoking and fun. The game uses an interesting article building mechanic and information gathering mechanic to tell a story about what it means to be a journalist in a world full of blackmail, hate and contempt.

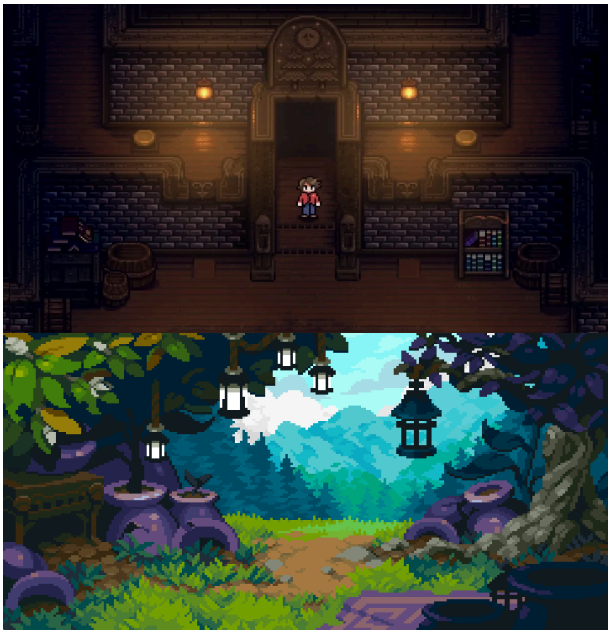


Interesting combat mechanics are included in the game, alongside the increasing difficulty as the credibility of the journalist decreases over time. The game also features a dialogue option system to allow the player to unravel the mysteries surrounding the topic he's writing about.

The player moves with arrow keys or a combination of WASD keys. The attack is done by pressing SPACE and dialogue options can be chosen with the mouse cursor. The player can pause the game by pressing ESC.

Artistic side of the game is fulfilled by a high quality pixel art inspired by various pixel art creators and games. The aesthetic the game is trying to achieve is best represented by:
Yes I Do, Stardew Valley, Haunted Chocolatier, Tony Redmer, previous works of the game's artist.





The sound of the game is supposed to capture the mystery of the environment the character is in. Sound design is inspired by and is striving to resemble:
Music by GooseNinja
Music by ConcernedApe
Music by Limeformed x Janice Kwam