

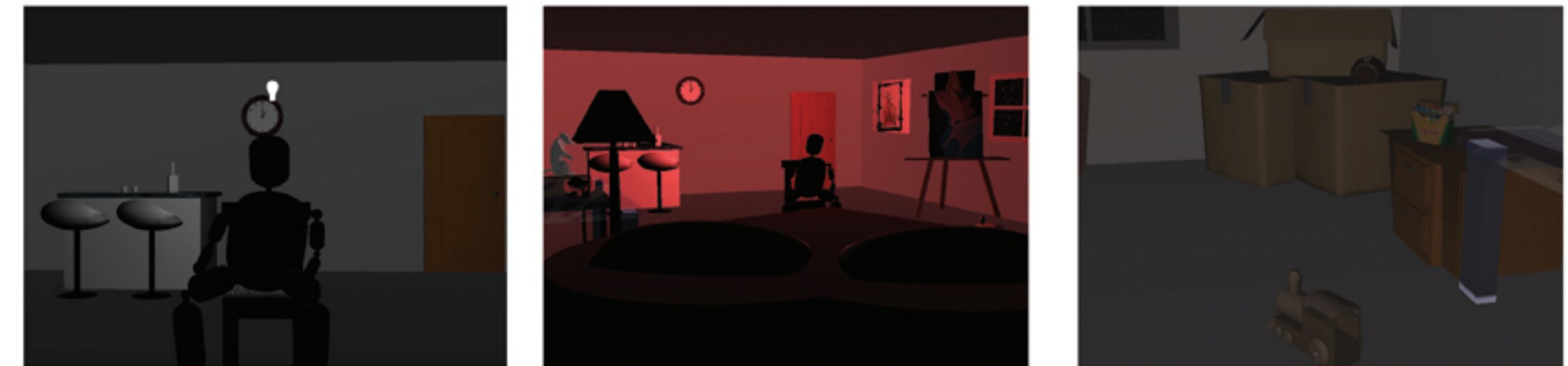


# Daniel & Associates

Presents\_ "Time Train"

## What it is\_

Ever thought back on the past and wanted to relive it? The basis of our idea was hobbies and how they have changed throughout time. But an added catch is that the hobbies also corresponds to the live of an individual born in the mid 1900s. Objects fade in and out depending on the decade the user chooses to "remember."



## How it works\_

The player acts like the character in the middle of the room. The train represents the method of travel. While the train circles around the room, the user can control the camera from the train and click on objects that represent specific time periods.

By clicking on objects, the surrounding objects in the room will change according to the selected item. To change back to the neutral room, simply click the character in the middle, or the train itself.

Have fun & enjoy your trip!