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About This Game

After you escaped with a time machine from a secret facility you go on a trip through time. Visit all possible time periods with specific jobs and quests for each of them. But watch out for the Time Agents. And avoid yourself!

This is THE Time Travel Simulator. A nice mix of simulator, story and action, "No Time" takes you on a trip through time. Just type any date from 0 AD onwards...

Above all make sure to avoid yourself and not to behave out of place in the past!

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Main Features:

- An open world that changes based on the time period
- A Full-fledged Day and Night cycle with weather and seasons!
 - Job minigames
 - The first act of the main story (2-3 hours)
- Your own time machine you can modify to your likings!
 - A time travel system with features like
 - >going to any time from 0-2030 AD
 - >venturing through the story by going into various time periods
 - >being able to see your past actions in time!
- A combat system (use any items around you to defend yourself)
 - A crafting system

Title: No Time
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Erathor_Noname
Publisher:
Lost in Days Studio
Release Date: 14 Apr, 2019

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English







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I see very big potential in this game. This game is 1 month old and you know what? Developer made very big progress.

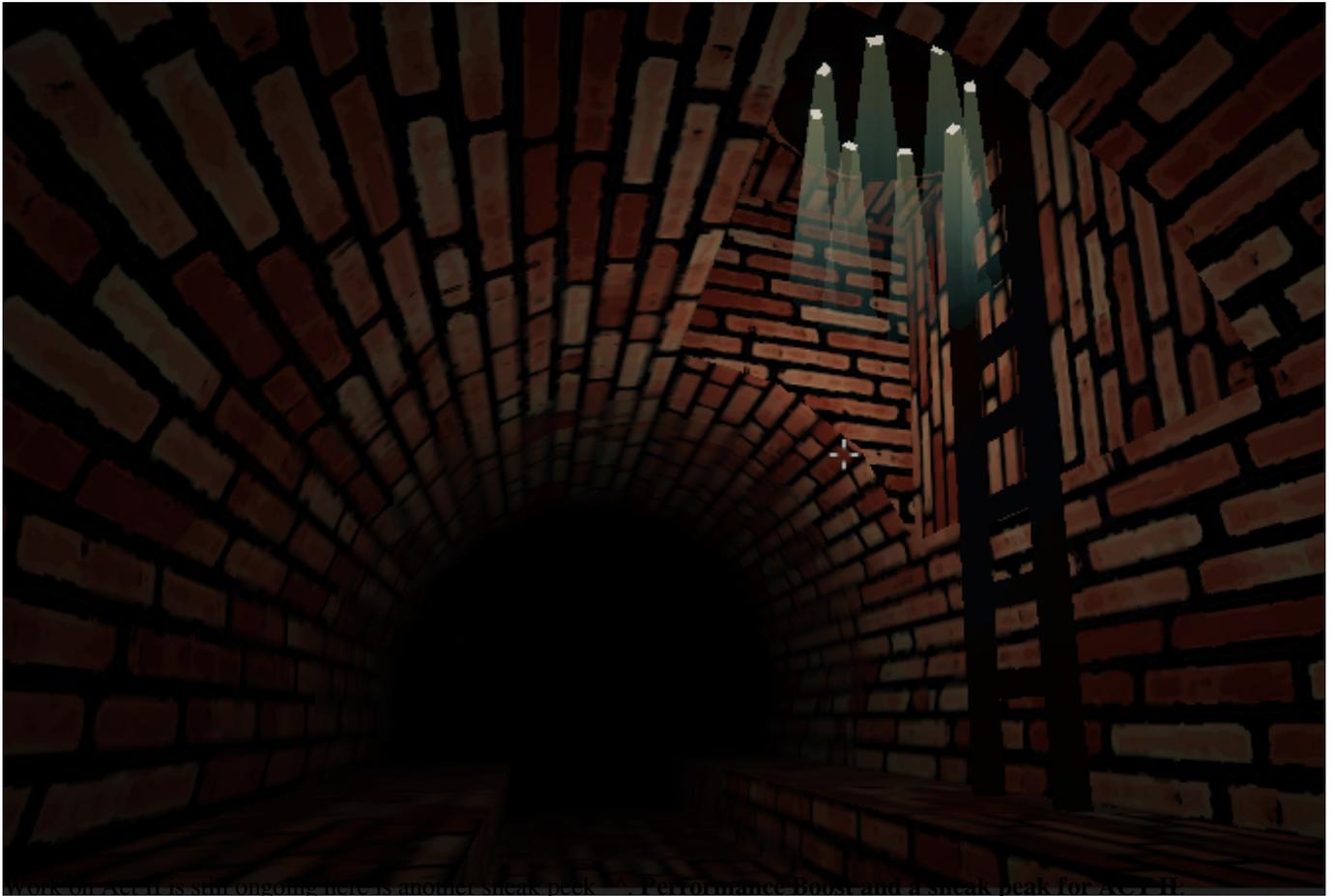
In this game you have your own time machine which you can travel in time. You can customize to your own colors or upgrade make to flying time machine (like in movie). There is also story in game.

I'm very big fan of Back To The Future and I can only say "YES" for this game. Just only lets wait for updates and improvements. I believe it's not another trash game that you can find everywhere on store.. This game is so cool! It reminds me of "Back to the future" movie. Good job Erathor, you have made a really nice game! Btw you have to fix some things, like movement it's not so nice.. I havent seen game with this such idea. But i except from developers to make more things in this game and to fix bugs

Update || New rendering approach and items!:

I recently made an update with some new items you can buy in the 6/12 general store :)

- The car flipper enables you to reset the car a meter above if it gets ever gets stuck.
- You got flashlights and camp lights as well (The camp lights are available in the 80s)
- I also changed the rendering approach so I hope you will get some better performance from it. Especially the town at night should run smoother now.



Hey fellow players.

I just wanted to let you know that I was able to gain some considerable amount of frames especially for the future setting.

The update is live as of right now! The AI cars may drive a bit wacky but I will fix this tomorrow. Give me your feedback if this update improved also your framecount.

On a side node I wanted to show you a [sneak peak](#) into ACT II of the story.

It is still early in works but it should not take too long :)

Cheers

-Erathor. **New additions and fixes:**

Greetings :)

I made some new additions while work on act II is ongoing:



- Added a small highway around the island with settlements round about
- Added a tea shop for the wild west
- Added a fast food stand for one of the settlements in the 20th century
- A performance boost for the future setting
- Added animated talking for npcs
- Added farmland and sheep from 1770 till 1990
- Guards will now defend the wild west city from bullies
- Changed the islands geography a map update for the notepad will follow



I noticed a small typo with the sheriff npc hope you don't mind.

Cheers and have fun!. **A little roadmap and other news!:**

Hello there!

It is me Erathor and I'd like share with you the plan for the development cycle.

After the first release you will be able to play the first act of the story and explore the open world of NO TIME.



The second major update will include a huge content pack, that should help make the world more full of things to do and to explore.

Since this is a time travel game, every time period will need its own attractions and jobs, quests, festivities,...

The third major update will include the rest of the story.

That would be:

- act 2
- act 3 and the prologue



Between and after the major updates there will be still room for improvement. Let us say for example that the majority of players would not like the controls. These kinds of things would fall into that category of smaller updates.

That is except the changes where to be made before the major update. In such a case they would be included in the major one :)

Now for some of the recent updates.
I added seasonal changes to the environment :D



I am currently working on making the transition between time jumps as performant as possible.



I will keep you informed on a release date :)

-Erathor. **What is being worked on (A Roadmap):**

Good day, evening or night to you fellow players!

I wanted to let you know what is going to be added soon.



For the next weeks:

- I will make an attempt at fixing/improving the AI car physics & looks and while at it also hopefully fix some of their AI issues.
- The next thing would be fixing some of the AI movement and making them not float in the air at times.
- Also included will be smaller curiosities or usefull items for the 6/12 shop
- I will see if I will add a feature where you need to refuel your car as well.
(You can tell me in the comments if you would like this added at all)

What will be in the near future:

- The addition of the second act of the story quests
- A big content update with sidequests, more mini jobs, collectable secrets in game

I hope you enjoy the game as it is presented right now.

Of course there is much to be improved and as you can see there is much more to look forward to.

Cheers

- Erathor. **Car test version:**

I uploaded a testversion on the beta brach. It is mainly about the car controls.

Would you like to take a look and tell me what to improve on. I already see some stuff with it but more intake is always appreciated.

How to change to the test branch:

Go to your game settings in the steam library and click on the BETAS button on the top right.

Then select the "test - testing_area" branch.

Hope to hear from you soon in the comments below.

Have a great saturday & happy easter sunday tomorrow.

-Erathor. **Release Date April 15th!:**

Hey guys!

I wanted to let you know that the planned release is going to be April 15th!

There is lots of things to come in the span of its future development.

In any case I hope you will enjoy it :)

See you on launch day!

-Erathor

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