

2D PUZZLE-PLATFORMER · CLONE-BASED MECHANIC

# Silentia

Your actions never fade — they return as **echoes**, translucent past selves that solve the temple at your side.

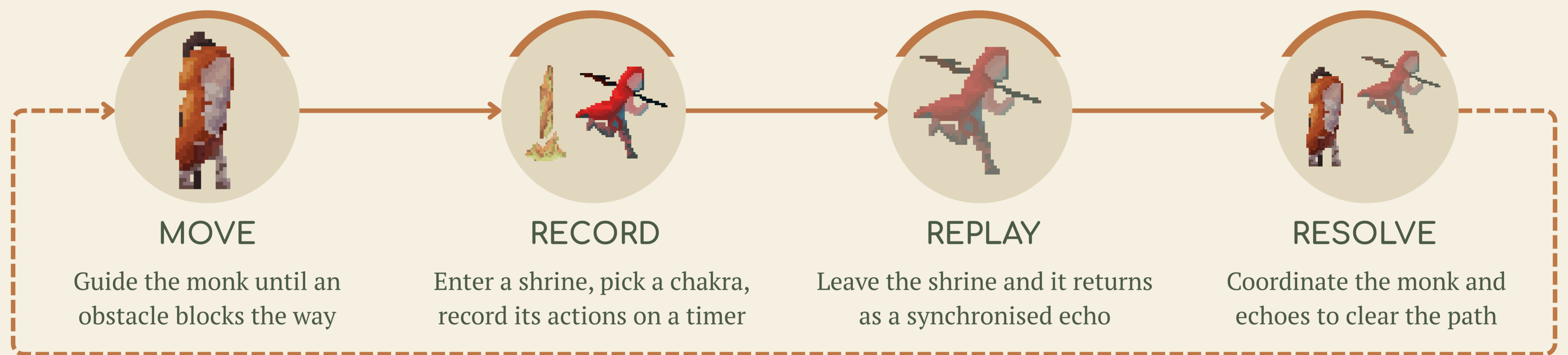


## THE IDEA

A silent monk walks through the trials of a forgotten temple, where **no challenge can be overcome alone**. At a shrine, the player steps into one of the monk's inner powers, known as a **chakra**, and records its movements. When the monk returns to the world, this recording appears as a translucent **echo** that repeats the same actions in sync. Each puzzle is solved by coordinating the monk with **up to three echoes at the same time**.



## HOW IT WORKS



## THE THREE ECHOES

|   |   |   |
|---|---|---|
|  |  |  |
| <b>EARTH</b>  | <b>WATER</b>  | <b>FIRE</b>   |
| Muladhara   | Svadhithana   | Manipura  |
| Double Jump   | Small Body  | Dash  |

## PLAYTESTING

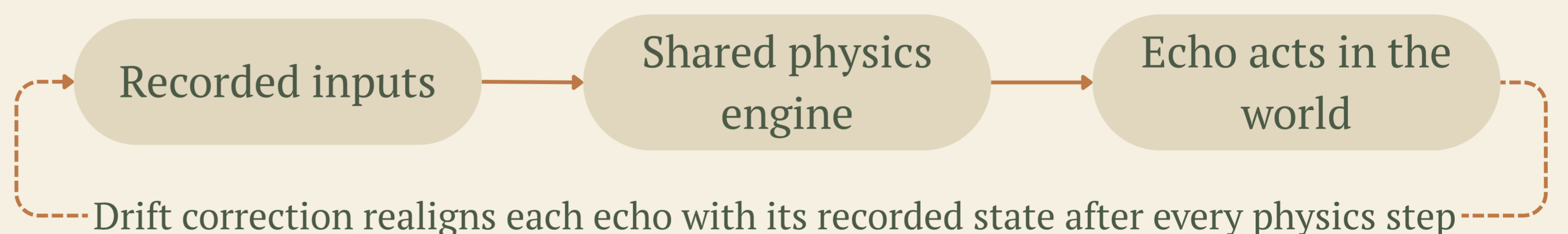
Players grasped the clone mechanic unaided and found the game both **fair** and **enjoyable**.

5 playtesters · 6 levels · 2 test rounds

## IMPLEMENTATION

Silentia uses an **input-based** replay system: it records only the player's raw inputs and replays them through **the same physics engine** that drives the monk, so each echo acts in the world as a live character would. If a platform existed during the recording but is gone on replay, the echo falls.

All physics runs on a fixed timestep to keep replay **deterministic**, and a **drift-correction system** corrects the floating-point error that accumulates over long recordings.



Unity 6

C#

ScriptableObject architecture



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GitHub link