



Developer Bio – Paul Hebert, Creator of Time Enforcers

At this point, it may be good to hear a little about my background.

I'm a graduate of the **Rhode Island School of Design**, where I earned a degree in Graphic Design, and later received my **MBA from Fairleigh Dickinson University**.

My work is grounded in three core values:

- A deep commitment to family,
- An unwavering belief in honesty and ethical business practices, and
- A desire to make a meaningful difference in people's lives.

These values became the foundation for the creation of *Time Enforcers*.

The idea for the game emerged during the COVID-19 pandemic—a moment that, while isolating, also united us in a shared experience. I saw firsthand the profound impact the pandemic had on students and educators.

In August 2020, seeking to bring extra joy to our home, we welcomed a new family member: **Suki**, our dog.

During the 10-hour round trip from New Jersey to Maryland to bring Suki home, I reflected on the challenges and difficulties of learning and educating in an all-virtual environment.

I recognized the paradox: While remote education was challenging, technology also held the potential to **enrich learning experiences** in powerful, lasting ways.

That's when the concept of *Time Enforcers* was born.

Designed as a **fun, wholesome, and educational experience**, *Time Enforcers* is built for learners of all ages.

Accessibility is a priority, so the game includes closed captioning, vibrant visuals, and interactive storytelling that supports a variety of reading levels.

My wife, **Mary**, an experienced educator, and specialist in accessibility in education, has been instrumental in shaping the game's **universal design** and educational delivery.

At its core, *Time Enforcers* is more than just a game—it's a platform for curiosity and learning. The framework allows for endless expansion, with new eras, characters, and missions ready to unfold. After all, history is limitless, and so is its potential for storytelling.

To be honest, researching historical content for the game is just as enjoyable for me as designing, drawing, animating, and programming it.

Like many of us, I grew up fantasizing about time travel—imagining the people I'd meet and the places I'd explore. *Time Enforcers* turns that dream into a shared adventure for today's learners.

In a digital world full of distractions, I hope this game offers children and families a **meaningful, educational spark**—one that encourages them to learn more about the characters, the times in which they lived, and the world around them. The goal is for *Time Enforcers* to serve not as an ending but as an entry point—a **portal to more profound discovery**.

That's why we've included a list of **cited references** used to research the historical content presented in the game—available in the **closing credits** and on our website at:

 TimeEnforcers.com/references

Thank you for supporting the *Time Enforcers* project as we continue to expand this platform and make **learning fun, meaningful, and engaging for kids everywhere**.

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