

Pyramid Game — One-Pager

Working Title: “Pyramid Tycoon: Rise of Stone”

Core Loop

- **Tap Stone → Shape into Block:** Player taps a rough stone repeatedly to sculpt it into a clean, finished block. When done, the block automatically joins a Block Stack.
- **Build Pyramid Base:** Once the Block Stack has enough blocks, the player taps “Assemble Pyramid” to convert the blocks into a Small Pyramid.
- **Scale Up Production:** Player can hire Stone Carvers to auto-sculpt stones, and Pyramid Builders to auto-assemble blocks into pyramids. Helpers can level up, work faster, or hire junior helpers of their own.
- **Upgrade to Larger Pyramids:** Small Pyramids accumulate. With enough, they can combine into Medium Pyramids, then Large Pyramids, then Mega Monuments. Higher-tier helpers can be assigned to each stage.
- **Hierarchy of Labor:** Helpers gain ranks (Carver → Foreman → Overseer → Architect → Grand Architect). Higher ranks hire and manage lower ranks. The player remains “Supreme Pharaoh,” gaining multipliers from the whole hierarchy.

Progression

Helper Types

Role	Purpose	Notes
Stone Carver	Sculpts raw stones into blocks	Can hire Apprentices; basic automation
Block Shaper	Improves block yield per stone	Mid-tier efficiency upgrade
Builder	Turns blocks into small pyramids	Can train Foremen to boost output
Pyramid Foreman	Manages builders, multiplies output	Unlocks automation & batch building
Architect	Builds medium pyramids	Expensive, high impact on mid-game
Grand Architect	Builds large & mega pyramids	Late-game prestige role

Currencies

- **Stones:** Raw material generated by tapping or by basic helpers.
- **Blocks:** Intermediate resource created from stones; used to build pyramids.
- **Pyramids:** Multiple tiers (Small, Medium, Large, Mega); main prestige-driving resource.
- **Worker Tokens:** Used to hire and upgrade helpers throughout the hierarchy.
- **Prestige Essence:** Meta-currency gained when resetting; spent on permanent upgrades.

Prestige System (“Ascension”)

Ascension is triggered once the player reaches a certain pyramid tier or accumulates enough monuments. Prestiging resets moment-to-moment progress but grants powerful, permanent bonuses that speed up future runs.

Prestige Reward Ideas

- **Pyramid Soul:** Permanent increase to helper speed (e.g., +5–25% per soul).
- **Divine Blueprint:** Unlocks new helper ranks and buildings permanently.
- **Legacy Workforce:** Start each run with a small pool of pre-hired helpers.
- **Golden Chisel:** Increases tap power and block yield from manual tapping.
- **Generational Wisdom:** Junior helpers hire sub-helpers faster, accelerating the hierarchy.
- **Royal Decree:** Special meta-currency to buy unique, game-changing modifiers.
- **Architect Bloodline:** Promote a top-tier helper to become a permanent immortal assistant across all future runs.

UI Structure (Portrait Mode)

The game is designed for one-handed play in portrait mode. Tabs along the bottom separate different aspects of the empire while keeping the core tapping and building actions easily accessible.

- **Craft:** Tap the stone, see sculpting progress, view Block Stack, and manage basic auto-carvers.
- **Build:** View blocks in storage, assemble pyramids, and see pyramid progress and builder hierarchy.
- **Helpers:** Hire and upgrade helpers, see their ranks, and preview who can hire whom.
- **Monuments:** View all pyramid tiers, combine smaller pyramids into larger ones, and see global multipliers.
- **Ascend:** Prestige screen showing current run stats, available Ascension rewards, and long-term progress.

Mock Screenshots & Art Direction (Concepts)

Below are conceptual mock screenshots intended to convey layout, UI hierarchy, and art direction. These can be used by UI and art teams as a starting point for wireframes and visual exploration.

Mock Screenshot 1 — Main Sculpting Screen

Layout: The top shows the game title and current level. A large stone sits in the center of the screen, inviting taps. Progress bars and resources sit below, while navigation tabs live at the bottom.

Visual Concept: Soft, stylized desert backdrop with a warm sunset gradient. The stone is chunky and slightly cartoonish, with clear chisel marks appearing as the player taps. Small particle effects (stone chips, dust puffs) accompany each tap.

UI Wireframe (Textual)

- Header: “Pyramid Tycoon” logo, current Era, small settings icon.
- Center: Large 3D-ish stone on a stone pedestal, with a subtle halo to draw attention.
- Under Stone: “Sculpting Progress” bar with percentage and small hammer icon.
- Resource Row: Stones, Blocks, Small Pyramids displayed as icon + number.
- Auto-Carver Panel: A horizontal strip showing Carvers and their rates (e.g., “Stone Carvers: 2 (+3/sec)”).
- Bottom Tabs: Craft | Build | Helpers | Monuments | Ascend (simple icon + label).

Art Notes: Think “cozy Egypt” rather than hyper-realistic. Rounded shapes, friendly color palette (sand, terracotta, turquoise), with light ambient animations (heat shimmer, drifting sand).

Mock Screenshot 2 — Pyramid Assembly Screen

Layout: The player sees a partially constructed small pyramid at center with scaffolding and tiny animated workers. Progress and resource breakdowns emphasize the transformation of blocks into pyramids.

Visual Concept: A small pyramid under construction, with bamboo scaffolding and tiny worker silhouettes moving slowly. Background shows hints of future larger pyramids in the distance, foreshadowing progression.

UI Wireframe (Textual)

- Header: “Pyramid Builder” title with current pyramid tier.
- Center: Animated small pyramid with visible progress (stone layers filling in as the bar progresses).
- Progress Bar: “Blocks Used: 214 / 200” with overfill giving bonus shards or efficiency.
- Action Button: A large button labelled “Assemble Pyramid” that lights up when enough blocks are available.
- Pyramid Stats: Small / Medium / Large pyramid counts displayed with simple iconography.
- Helper Panel: Lists Builders, Foremen and their contribution, e.g., “Builders: 4 (+1 pyramid / 30s), Foremen: 1 (+20% efficiency).”

Art Notes: Use soft shadows and parallax (foreground scaffolding, midground pyramid, distant dunes) to convey depth. Workers could be minimalistic characters with simple animations to avoid visual clutter.

Mock Screenshot 3 — Ascension (Prestige) Screen

Layout: A dramatic, solemn screen showing a grand night sky over a silhouette of all pyramids built in the current run. The center shows what is being sacrificed and what is gained in return.

Visual Concept: Deep indigo sky with constellations forming pyramid outlines. Ghostly outlines of past pyramids fade into the stars as the player prepares to ascend. A glowing ankh or eye symbol represents Prestige Essence.

UI Wireframe (Textual)

- Header: “Ascension” with a subtle glowing effect.
- Stats Panel: “Total Pyramids Sacrificed: 540”, “Prestige Essence Earned: +27”, time played this run.
- Rewards Grid: Cards representing rewards (e.g., “+10% Helper Speed”, “+1 Starting Builder”, “+5% Tap Efficiency”, “Unlock Architect Tier”).
- Confirm Button: “Ascend Now” with description: “Resets your workers and structures, but your legacy endures.”
- Footer: Small reminder of current permanent bonuses and next unlocks.

Art Notes: This screen should feel like a climax – darker palette with gold highlights. Subtle animations (slow star twinkle, rising dust) reinforce the sense of an ancient, mystical ritual.

Summary

Pyramid Tycoon: Rise of Stone blends tap mechanics, hierarchical helper systems, multi-tier production chains, and a robust prestige loop. Players start by shaping a single stone and end by orchestrating a vast, multi-generational workforce building monumental pyramids across eras. The aesthetic aims for cozy, stylized

desert visuals with approachable characters and clean, readable UI suitable for mobile portrait play.