

System Analysis and Design - 24CSIS01I

Game Design Document For:



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1. GAME OVERVIEW

1.1 Genre:

Pharaoh's Reckoning falls within the **action-adventure** genre, combining thrilling combat with immersive storytelling, all set against the rich backdrop of an Egyptian world. As the protagonist enters the ancient temples and the pyramid, players will experience fast-paced action as they battle through enemies, uncover hidden secrets, and explore vast, mysterious environments. The heart of the gameplay revolves around engaging, real-time combat where players must use a mix of weapons and techniques to overcome threats lurking within the temples.

The game doesn't just focus on action, though. The adventure aspect drives players deeper into the world as they explore the interior of the temples, discover forgotten chambers, and journey through the vast deserts surrounding these ancient structures.

The balance between exploration and combat creates a seamless experience where every step forward brings both danger and discovery. Whether you're scaling the towering dunes or battling guardians deep inside forgotten tombs, the game offers an exciting mix of intensity and immersion that defines the action-adventure genre. In our game, the excitement of combat and the wonder of exploring a world filled with history is captured, myth, and danger, creating an unforgettable experience for players.

1.2 Target Audience:

Our target audience consists of puzzle enthusiasts and casual players **between the ages of 18 and 35** who like action-adventure games that include combat, exploration, and problem-solving. Fans of 2D platformers and adventure games will find the game to be engaging, appealing to both casual and devoted players.

The game's setting will resonate deeply with lovers of mythology and ancient history, especially those fascinated by the allure of Egyptian themes. Players who enjoy unraveling ancient mysteries and immersing themselves in rich, historical lore will find themselves captivated by the game's world. The temples, tombs, and deserts provide a backdrop that is not only atmospheric but also steeped in legend, making the experience feel both adventurous and culturally immersive. For players who seek a story-driven game with historical depth, this setting adds an additional layer of intrigue and authenticity.

Ultimately, our game is designed to appeal to a diverse audience. Action enthusiasts will enjoy fast-paced combat, and those who appreciate story-driven exploration will be drawn into the rich, ancient world we've created. This blend of elements ensures that the game offers something for everyone while delivering a cohesive, engaging experience that will keep players coming back for more.

2. DRAMATIC ELEMENTS OF THE GAME

2.1 Characters:

1. Hassan:

Role:

The protagonist, the main player.

Description: An Egyptian young man, he carries adventure tools, weapons, and stuff that makes him survive the desert. His clothes are worn for traveling in the desert.

Backstory: Hassan is intelligent but impulsive, frequently motivated by ambition. He is fascinated with ancient Egyptian antiquities and feels that finding missing treasures will make him famous. But because of his impatience, he unleashes an old curse, which initiates the game's plot.

Purpose: His main goal is to retrieve the four sacred artifacts to make gods forgive him and break the curse draining his life force. He gains humility and wisdom along the road and comes to see that the world is bigger than his own goals.

Abilities:

- Basic fight skills, uses gun for close-range fights.
- Problem-solving, can solve puzzles and unlock temple traps. .
- Guidance

Objective: Surviving traps and enemy guardians to collect the artifacts of the gods thinking it will break the curse



2. Ra:

Role: The main antagonist

Description: Ra is a very tall figure with golden aura, has a sun disc as his crown.

Backstory: God of sun and king of gods according to Egyptian mythology, Ra curses Hassan after he accepts the Eye of Amun-Ra, saying it was meant to encourage in him humility, but he has an evil purpose in mind.

Purpose: Manipulate Hassan into retrieving the sacred artifacts to unlock evil curse that affect all the world.

Abilities:

- Voice of command: Ra can speak directly to Hassan's mind.
- Curse energy: Ra can shoot curses that drains Hassan's life force.

Objectives: Use Hassan to gather the artifacts and unlock power to curse all people.



3. Dalida:

Role: Guidance character.

Description: Dalida is an old woman with hidden face, she is not like any character in the game.

Backstory: Dalida origins are mystery, she knows more than Hassan about god's intentions than she reveals

Purpose: Guide Hassan to the location of the artifacts and warn him that he shouldn't trust the gods.

Abilities: Insight knows god's secrets.

Objectives: Guide Hassan to overcome evil Ra.



4. Mummy:

Role: Enemy guardian scattered all around the desert and in the temples.

Description: A body of dead priests that is wrapped in bandages, they move slowly but attack powerfully.

Backstory: Mummies were priests of the temples and they were cursed to guard for eternity.

Purpose: Guard the sacred artifacts from any intruders.

Abilities:

- Can disappear and reappear unexpectedly.
- Shoot sharp objects at Hassan.



5. Mau:

Role: a fierce guardian enemy appears in Bastet's temple till the end.

Description: A black cat larger than a panther, and with razor sharp claws.

Backstory: Mau is the Egyptian cat that were once a normal cat, but Bastet turned it to a strong guardian, loyal to Bastet and protect the Amulet of Bastet.

Abilities:

- Moves quickly
- Attack quickly
- High jump

Objectives: Prevent Hassan from taking the Amulet of Bastet.



6. Bat:

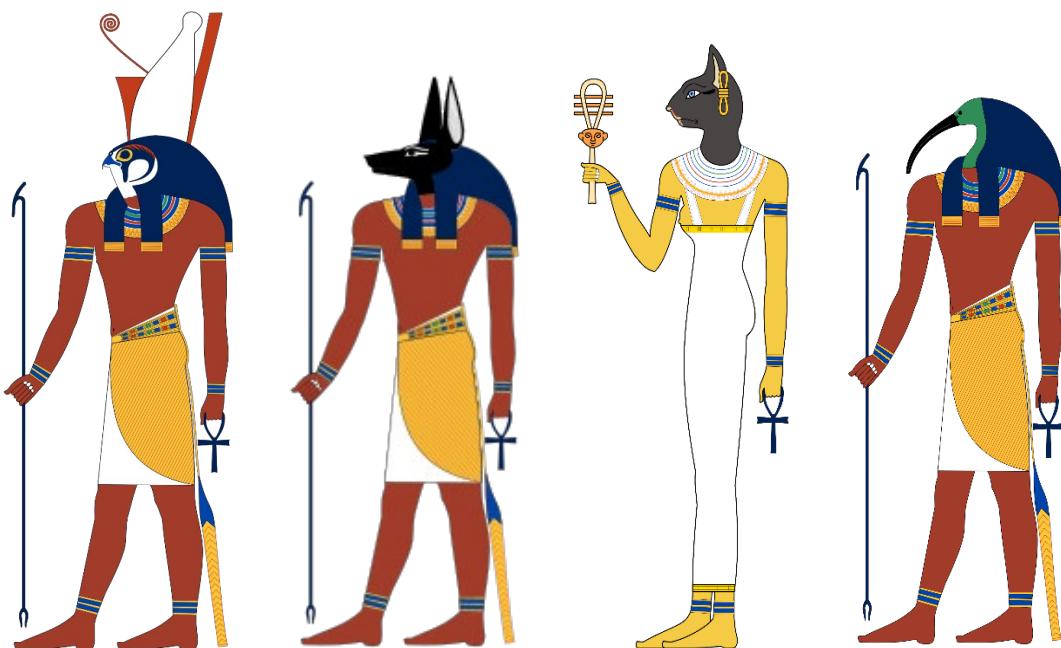
Role: Enemy that appears in temple of Horus.

Description: Aggressive purple bat with red eyes.

Abilities: They attack very fast and very poisonous by touch to humans.

Objectives: Guard Horus temple and other temples.



7. Worm:**Role:** Enemy**Description:** A huge worm lives underground the sand.**Backstory:** They were once normal not harmful norms but the curse of living under temples changes their nature.**Purpose:** Eat any player that moves above them or get near them**Abilities:** Sharp Teeth**8. Ra fellows:** Horus, Anubis, Bastet, and Thot:**Role:** Non playing characters but important to the story.**Abilities:** Some of them grant Hassan special abilities.**Objective:** Just as Ra motive, Use Hassan to gather the artifacts and unlock power to curse all people.

2.2 Detailed Story:

Hassan is an Egyptian archeologist who is brilliant but reckless, in one of his adventures alone he uncovers a long-lost temple of Amun-Ra in the deserts of Egypt. Ignoring the ancient inscriptions, he seizes the Amun-Ra Eye, Hassan believes that this artifact will be his key to fame and fortune. As soon as he moved the Eye, Hassan starts to feel unwell like he is sick so he takes the Eye and get out of the temple he is with the Eye in the hot desert and he starts to hear the angry voice of Ra, the god of sun and all Egyptian gods, Ra tells Hassan in a very angry and haunting tone that his ignorant impulsive behavior of attempting of theft the Amun-Ra Eye has brought the curse of Ra and other four gods (Horus, Anubis, Thoth, Bastet).

The curse of the gods is that he is marked with a symbol that drains his life force and decline his health and to compensate for the theft he must retrieve four hidden artifacts scattered across the ancient Egyptian temples each artifact is tied and related to a powerful god – Horus, Anubis, Thoth, and Bastet. To break the curse and get the gods to forgive him he must return all these artifacts to Ra and failure to return these artifacts will doom him to eternal torment. Hassan begins in a long adventure through harsh weather and sand dunes to get to the temples. The temples are not just ruins, they are filled with traps, puzzles, god's special guardians, designed to prevent any mortal thief from retrieving the artifacts.

Hassan is lost and he does not know where to go, a mysterious old woman called "Dalida" appears and ask him about the purpose of his existence in the ancient Egyptian world and Hassan tells her what happened, she proceeds to warn him from Ra and the other gods, but he did not believe her and ask her to help him to collect the sacred artifacts and she agrees and guide him to the first temple, he meets mummies that he should fight in the desert, he reaches the temple of Horus, a temple between the dunes, , he faces traps and he should fight bats guardians using his his fighting abilities and his gun to collect the artifact, Hassan unlocks The Feather of Judgement artifact, after he retrieves The Feather of Judgement, Horus the god of war and sky appears and tell Hassan that he forgives him, and finally he leaves the temple.

On his way through sand dunes, he finds Dalida waiting for him, and she tells him that the next temple is going to be harder and full of fire, and she warns him from the mummies. The temple is the Catacombs of Anubis, deep beneath the ground, Hassan must venture into the underground temple of Anubis to find The Ankh. He fights mummified priests to get to the Ankh, avoid fire traps and try not to get burnt. After Hassan has retrieved the Ankh or key of life, Anubis the god of mummification and afterlife forgive Hassan and let him free to his next destination.

Dalida meet Hassan at the end of the door, Hassan is very surprised of how Dalida is always ahead of him and he starts to think that she is not even a human, However Dalida tell him that to reach the Sanctuary of Bastet he has to take a boat in the Nile, and she will help him to reach there. Hassan and Dalida took of the shore of the Nile in a small boat, Hassan feels more sick but Dalida tells him that she never saw his courage anywhere.

Hassan and Dalida reaches The Sanctuary of Bastet which is located by the Nile, where Hassan fights the fierce black wild cat alike guardians called Mau and again like every temple he visits the traps gets even harder and harder and Hassan does not like the sanctuary temple because it is

dark and cold, and then he finally retrieves the Amulet of Bastet artifact, and then Bastet, the goddess of bringer of good health forgives Hassan.

In a temple hidden in an oasis called the Library of Thoth, Hassan is challenged by riddles and mystical puzzles of how to get out of the temple that tests his intellectual skills and wisdom to reveal the fourth and final artifact, not just intellectual challenges but also all kind of guards, mummy, mau, bat are also in this library defending it which make it the hardest challenge to Hassan, he solves all the puzzles and riddles and reveal the Scroll of Eternity, hidden by Thoth the god of guidance and keeping knowledge and then Thoth forgives Hassan and he exits the library.

Hassan has collected the sacred artifacts (the Eye of Amun-Ra, the Feather of Judgement, the Ankh, the Amulet of Bastet, the Scroll of Eternity), when he get out of the temple he must go through tunnels that has sand huge worms that immediately kills him if he touch them he go through the dark tunnel fighting worms and enemies with his gun.

Hassan is supposed to meet Ra at the top of the Khufu pyramid he gets on his way there, he gets inside of the pyramid and the challenge is complicated and chaotic than ever he has to fight all the guards (Mau, Mummy, Bat) from the temples but in the pyramid with unexpected holes full of lava and fire.

He meets Ra at the top of Khufu pyramid, Ra tells him that he has been fooled by collecting these artifacts for him as they are not just artifacts forgiveness but they are keys to unlocking a hidden tomb of a reckoned pharoah that will throw the same curse Ra has spelled Hassan on the whole world. Hassan realizes the gods are playing their own game with him.

Hassan destroys all the five artifacts he collected putting the whole world lives prior to his own life, but the surprise is that the power of Ra and the gods fades away and his curse too, Hassan leaves the pyramid and he feels peaceful that balance has been restored between humans and gods.

Storyboards:

*These storyboards are for illustration of how the story will take place inside of the game.

Storyboard 1: Opening Scene (Cutscene)

Hassan collects the Eye of Amun-Ra and get cursed by Ra.



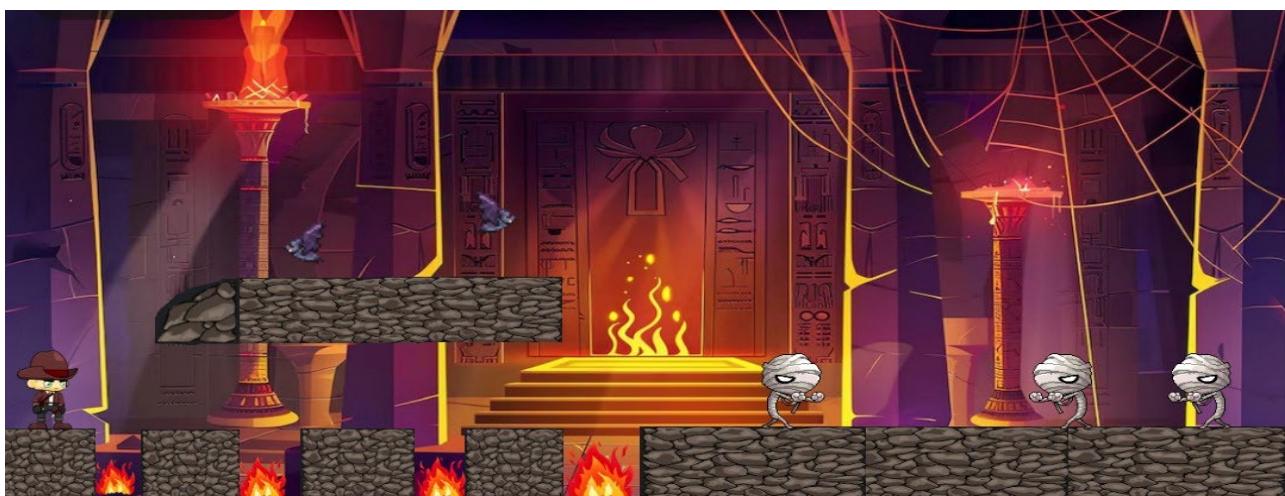
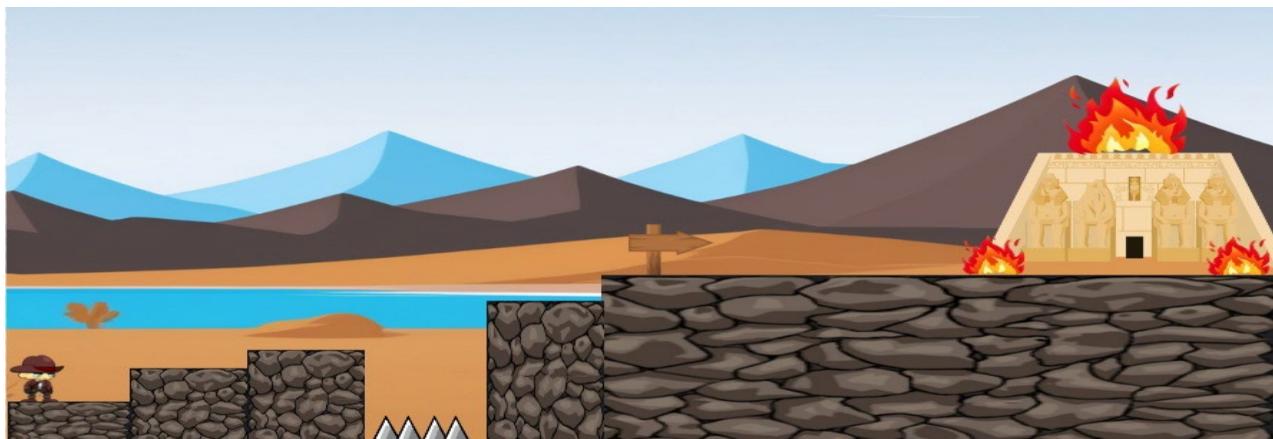
Storyboard 2: Level 1 Scene (Gameplay)

Hassan adventure inside of Horus temple fighting bats to take the Feather of Judgement.



Storyboard 3: Level 2 Scene (Gameplay)

Hassan Adventure with fire through Anubis temple to collect The key of Ankh.



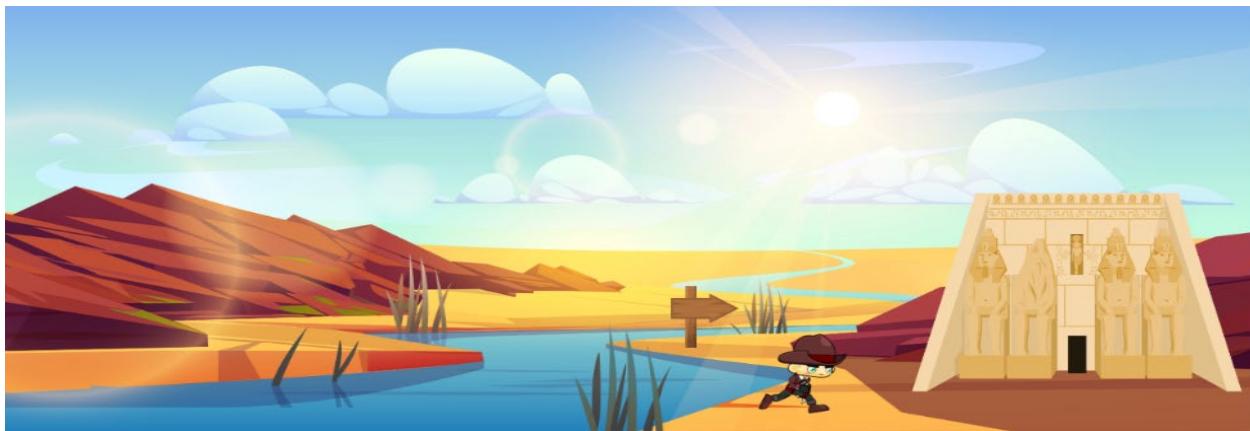
Storyboard 4: Nile River Scene (Cutscene)

Dalida helps Hassan to take the Nile river to his next destination.



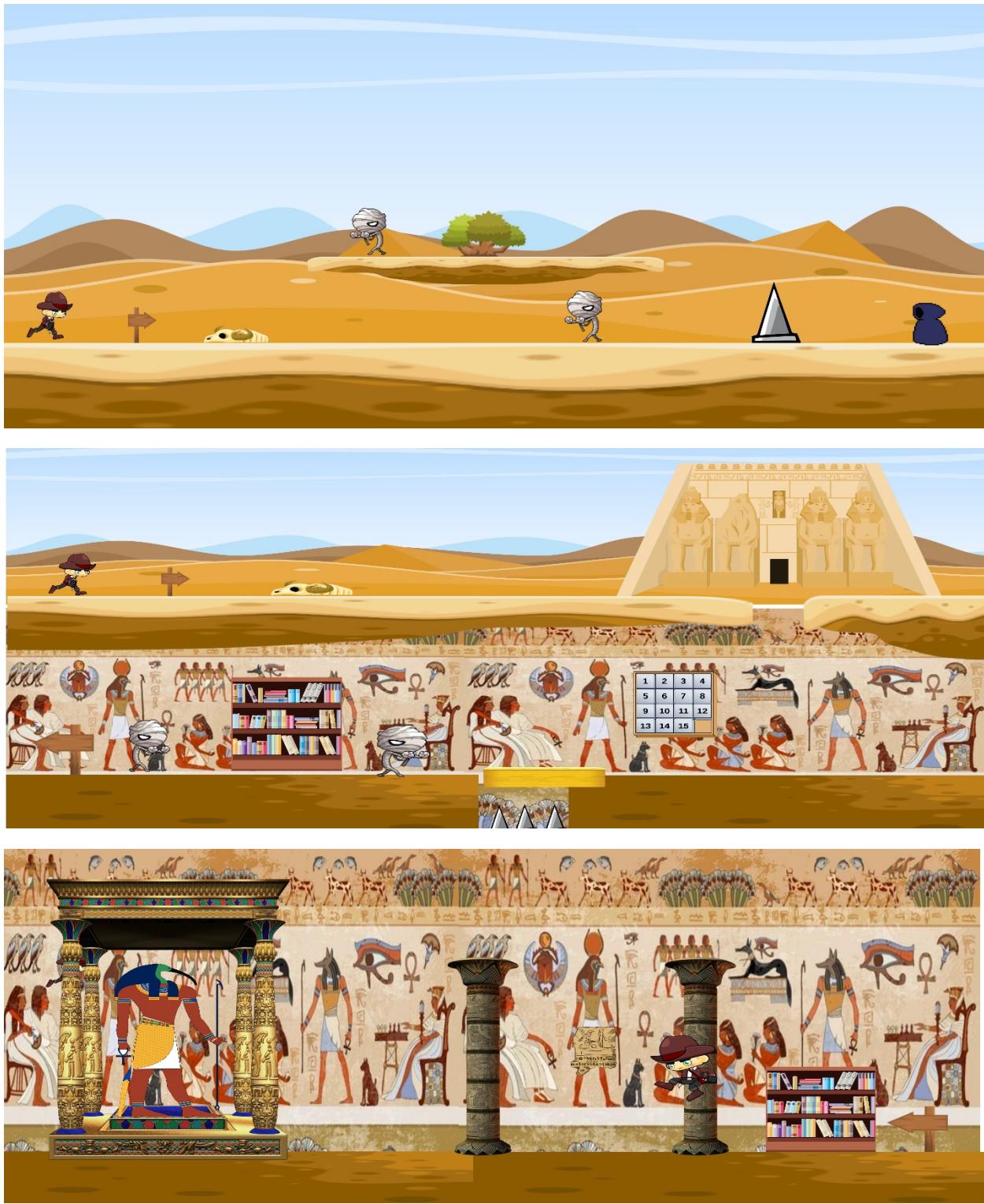
Storyboard 5: Level 3 Scene (Gameplay)

Hassan Fights Mau and collects the Amulet of Bastet.



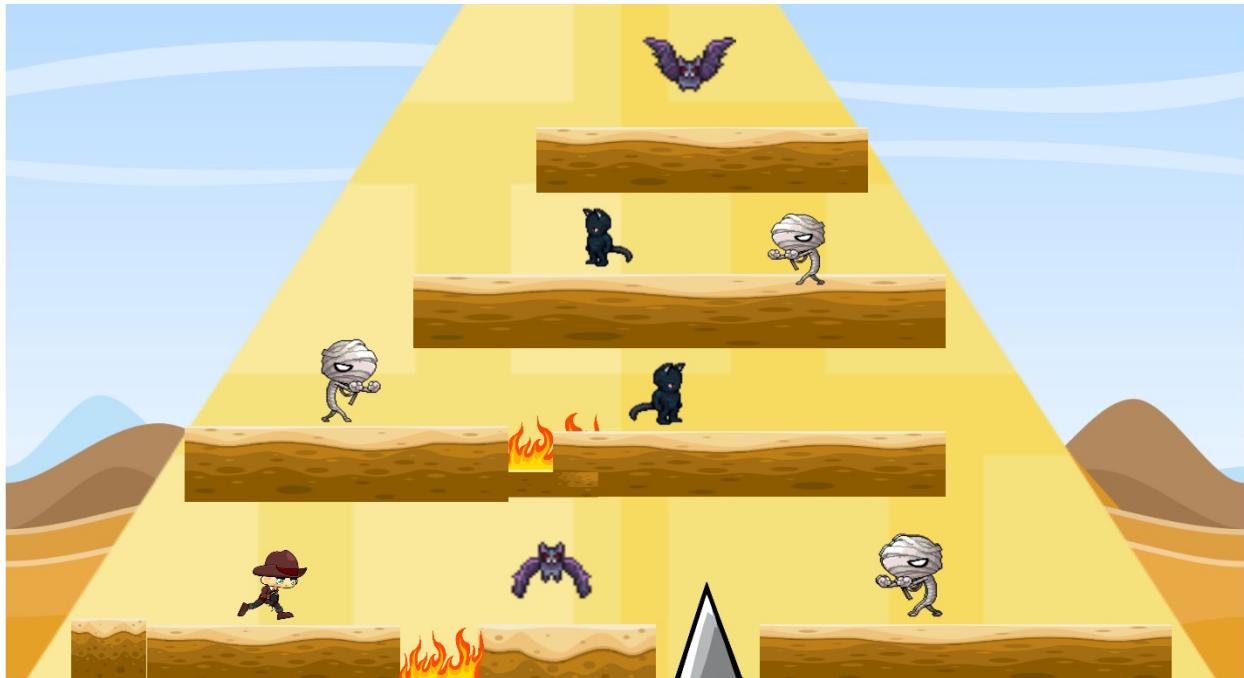
Storyboard 6: Level 4 Scene (Gameplay)

Hassan in Library of Thoth solve puzzles, avoid traps, and fight mummies to collect the last artifact, The scroll of Eternity.



Storyboard 7: Level 4 final mission (Gameplay)

Hassan needs to reach to the top of the pyramid avoid traps and fight all kind of enemies.



Storyboard 8: Ending Scene (Cutscene)

Hassan confronts Ra, now that he did what Ra asked him to break the curse.



3. FORMAL ELEMENTS

3.1 Mechanics

3.1.1 Player Interaction Pattern

Single-Player where the player competition in the game is with the enemies they face like mummies, bats, and Mau guardians as obstacles in their missions, traps designed to test agility, puzzles and riddles are intellectual competition for the player, breaking the curse of Hassan are another competition for the player as he must collect the artifacts at the end of each level to break this curse at the end of the game.

Dalida is a mysterious character with mysterious motives but Hassan has no choice but to trust her, she serves as a mentor and guide, provide clues and directions and warn of upcoming danger. Hassan collaborates with Dalida to break his curse and end Ra evil plan. Hassan collect the artifact from each god serve as a symbolic collaboration with the gods. Player collaborate with the environment as they gather insights from signs and inscriptions hanged around the map.

3.1.2 Goals

The primary goals of the game is for Hassan to break the curse that Ra has spelled on him because he stole the Eye of Amun-Ra, Hassan should break the curse by retrieving four sacred artifacts (The feather, The key, The Amulet, The scroll) from four different temples and give them to Ra. Fight mummified priests, bats, and Mau guardians protecting these artifacts. Survive traps, and solve puzzle and riddles.

The auxiliary goals of the game is to save the health and ammo through game, follow the clues, hints, advices, and warnings that Dalida gives to Hassan.

The endgame goal is different as Hassan change his goals last minute and instead of giving the artifacts to Ra he destroys them, Ra had a plan of using these artifacts to curse all the world and he used Hassan to collect it for him, so Hassan sacrifice his possibility to live and his chance of fame for the greater good.

3.1.3 Rules

Allowances: What can the player do?

- Explore and navigate through Egyptian temples, and the pyramid.
- Solve puzzles or riddles to unlock a certain path.
- Fight temple guardians, including bats, mummies, and mau.
- Use weapons such as gun to defend himself or disarm a door.
- Kill an enemy by jumping on it.
- Jump higher than usual after acquiring the Feather of Judgement from Horus.
- Move faster after acquiring the Amulet of Bastet.
- Interact with Dalida for advice and direction.

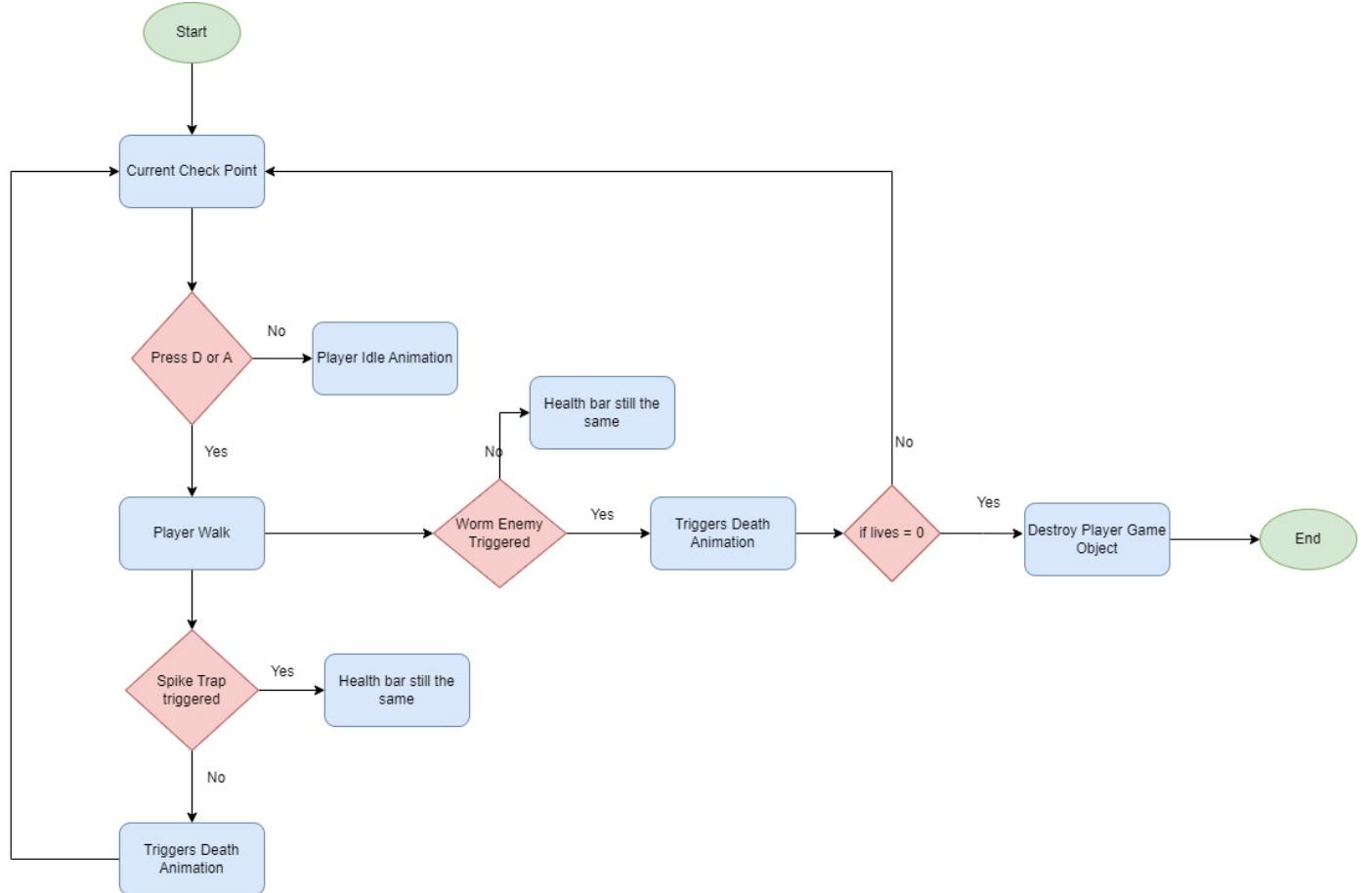
Constraints: What can't the player do?

- Skip any temple or challenge, the four artifacts must be collected to progress.
- Exit a temple without solving all puzzles or defeat the places guardians.
- Keep playing after the health bar ends.
- Skipping cutscenes.

3.1.4 Actions and Interactions

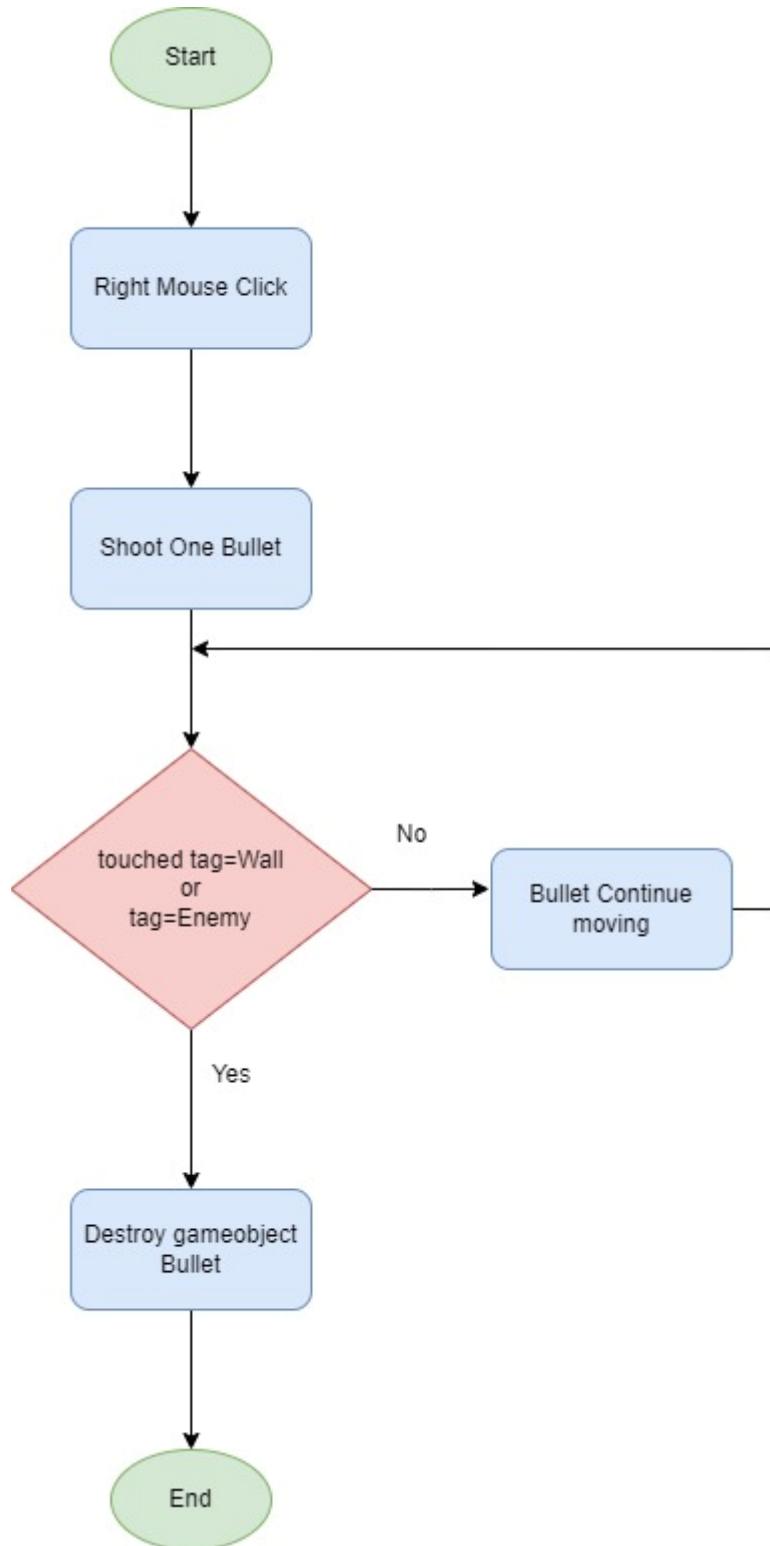
Flowchart 1: Spike Trap and worm enemy interaction.

Interaction of a player with Trap, the action of a trap killing a player when they touch it.

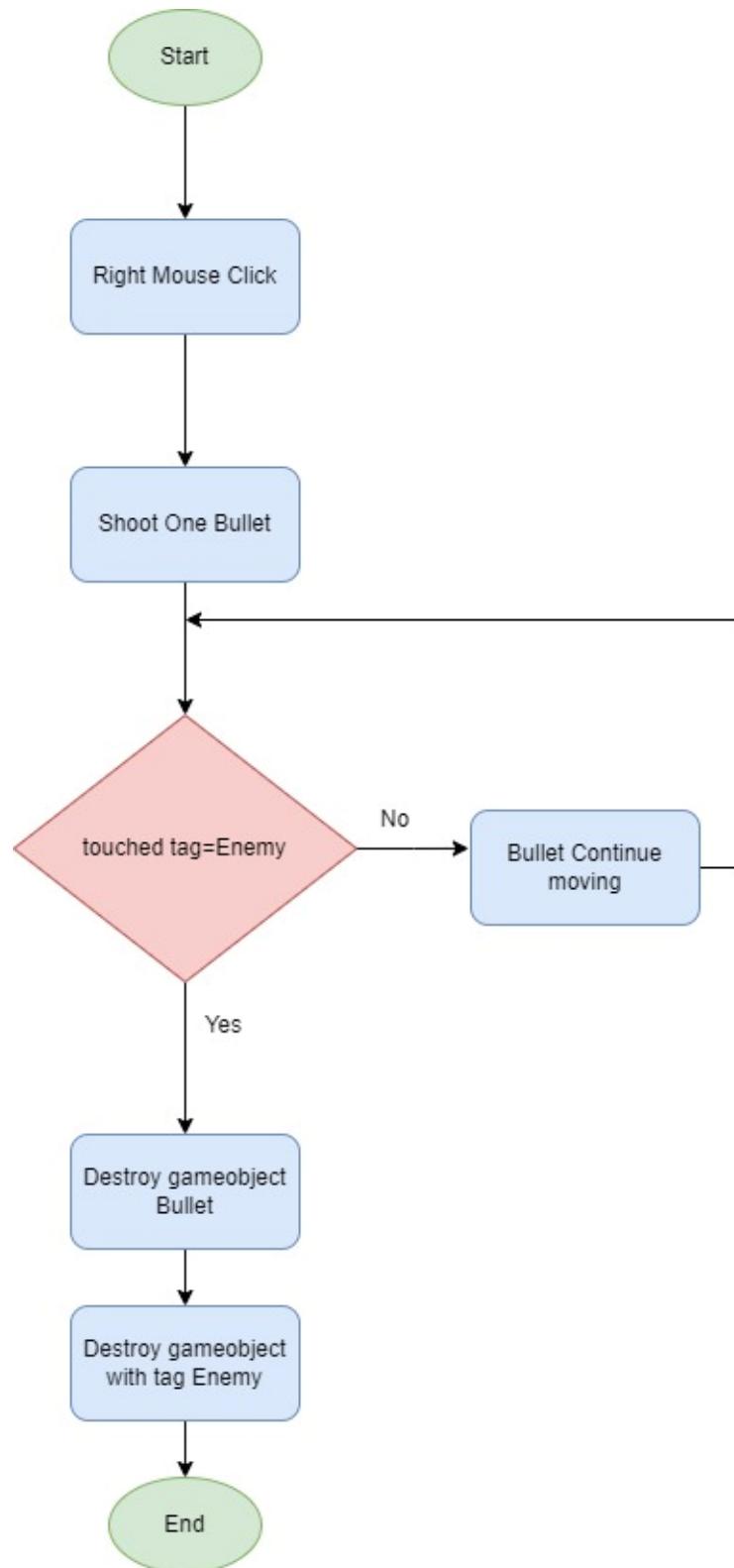


Flowchart 2: Shoot bullet using gun.

Interaction of player with a gun, the action of shooting a bullet using gun. Interacting with walls or enemies

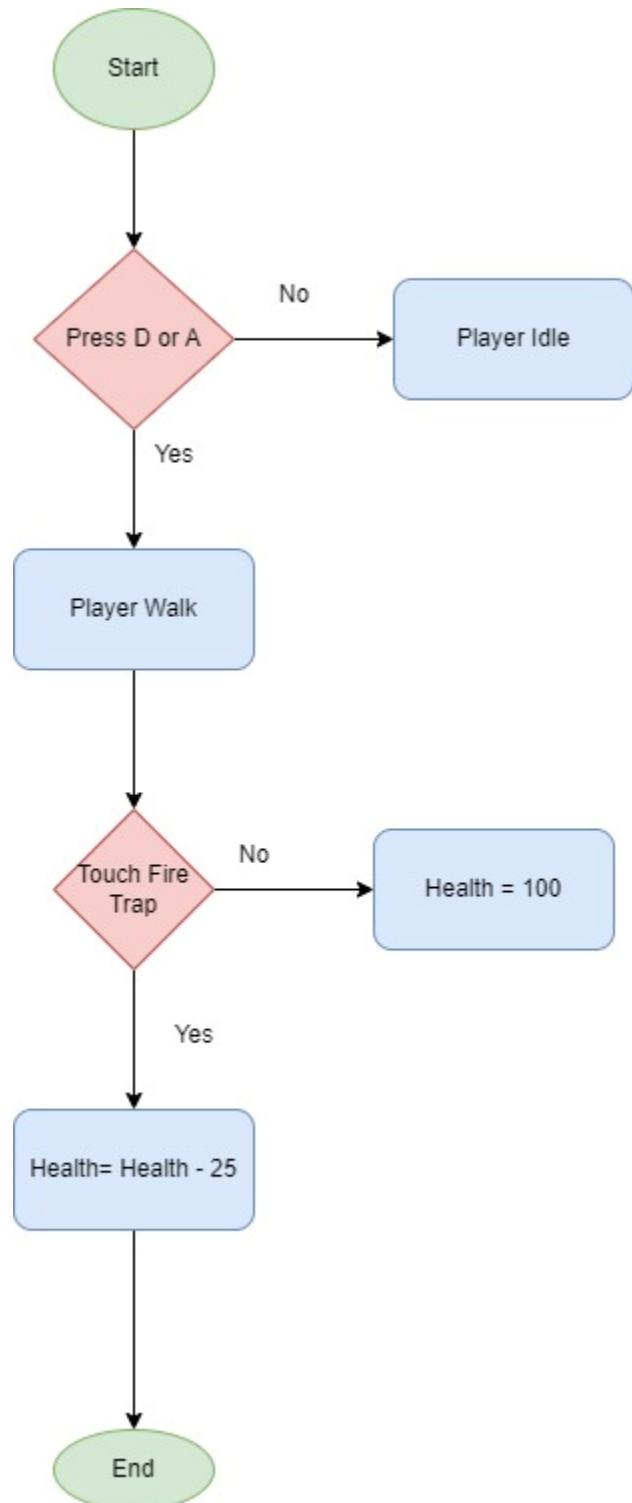


Flowchart 3: Gun shooting bullets interacting with enemies only



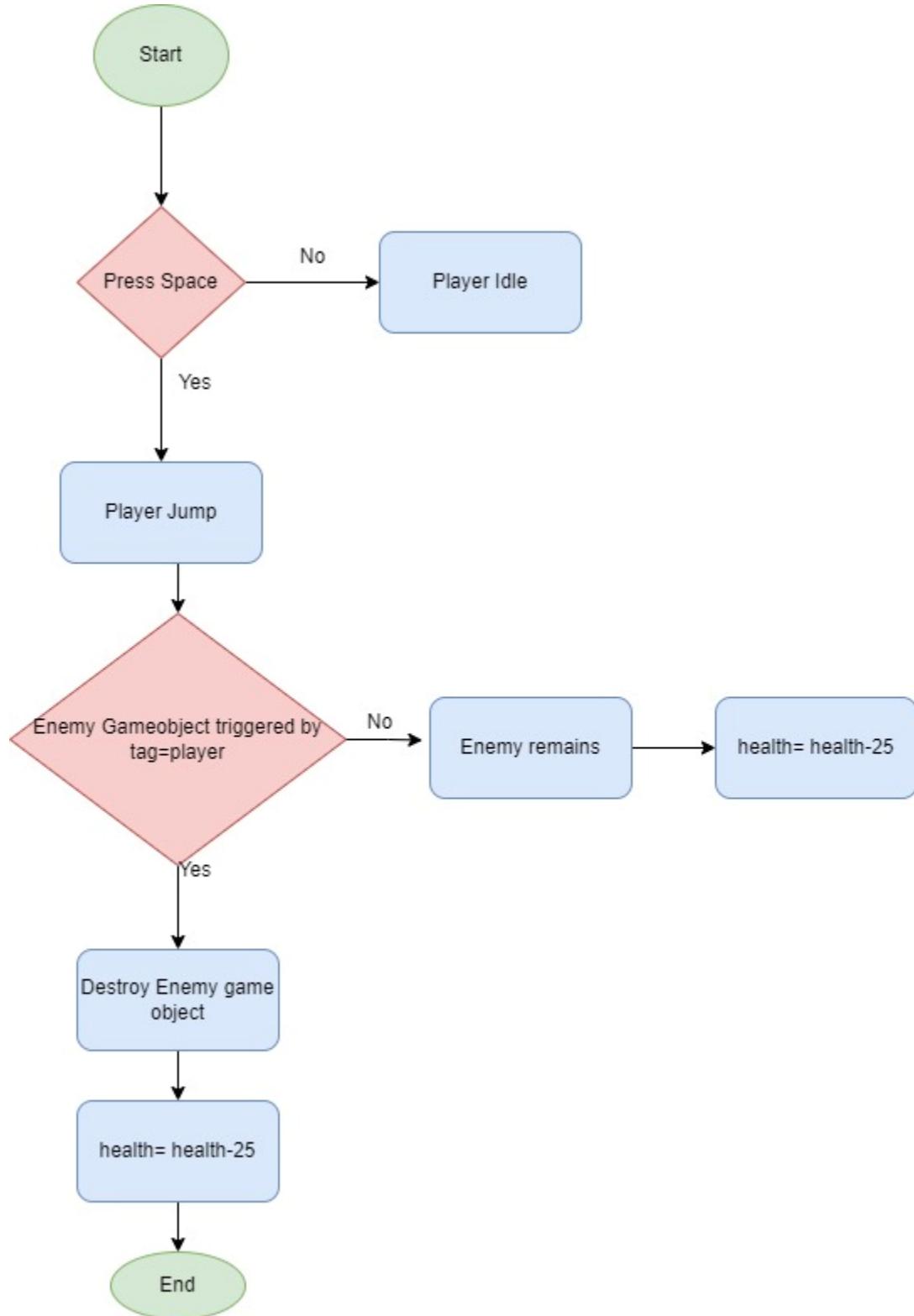
Flowchart 4: Fire trap damage player.

Interaction of player with Fire trap, with full health, the action of fire trap damages player.



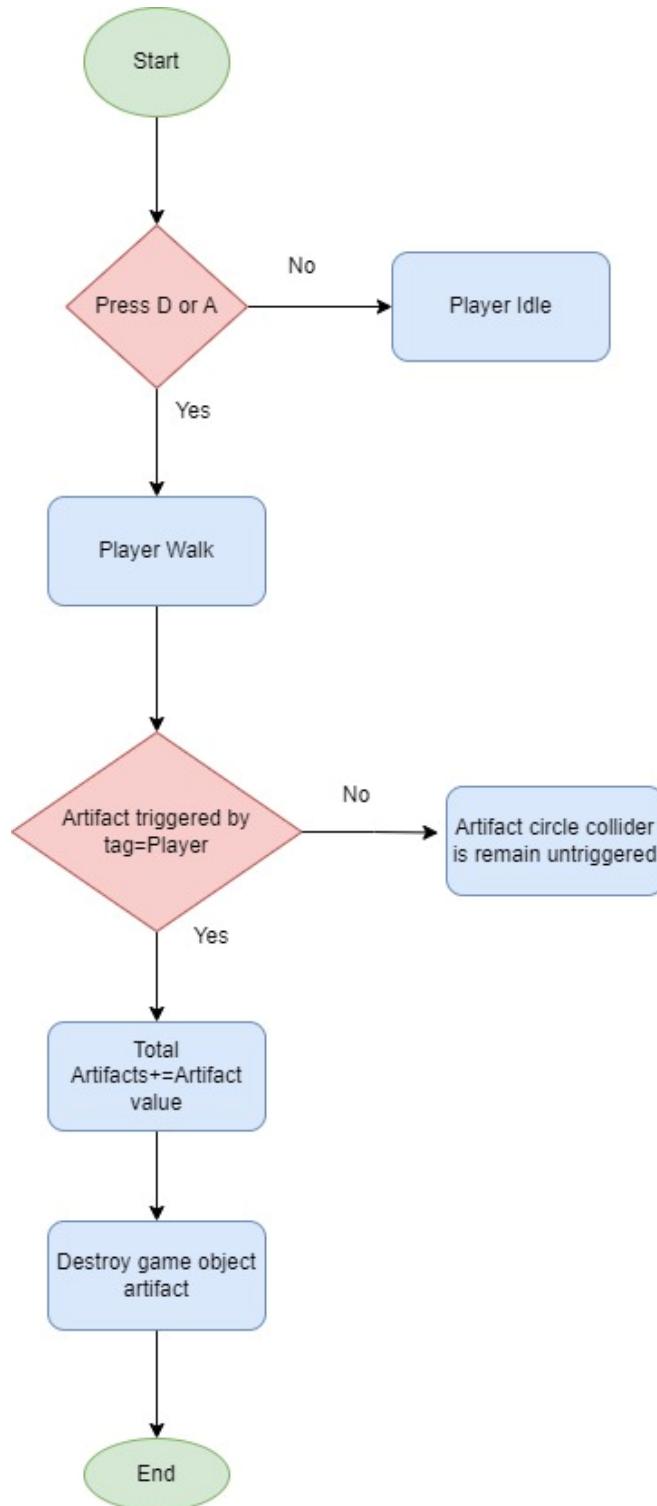
Flowchart 5: Stomping on Bats head

Interaction of a player with Bats enemies, killing them by stomping on their head. Killing bats by this way instead of gun damage the player too.



Flowchart 6: Collect Artifact.

The interaction of a player with an artifact in level 1 (same logic applies to all levels), the action of collecting an artifact to win the level.



3.1.5 Challenges

Obstacles:

- Fire traps under the ground that require precise timing.
- Spikes scattered around the ground that require high jump.
- Arrow trap, throw arrows on player
- Rotating saw follows player, must avoid touching it.
- Maze structure in the temples architecture.

Opponents or Enemies:

- Bats, aggressive swarms that attack Hassan.
- Mummy, slow-moving but deadly.
- Mau, quick and deadly.
- Worm, eat any player moves upon it.
- Ra, Horus, Anubis, Bastet, and Thoth appear as non-attacking entities but they are the ones who sent every enemy to attack Hassan.

3.1.6 Resources:

1. Health

Represents Hassan's life force which is threatened by enemy attacks, and traps.

Starts at full capacity and decreases when hit by any obstacles or opponents, some obstacles are deadly and makes the health depletes entirely, the player respawns at the last checkpoint.



2. Artifacts

Central to game's progression, each artifact collected represents a level, it counts on the screen how many of them are collected, the feather, the Ankh, the Amulet, the Eye of Amun-Ra (initially collected).

3. Gun



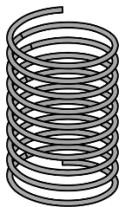
4. Obelisk Check Points

These Obelisks return the player to life if he dies, he has three lives then he dies forever. Although he has unlimited lives if he died from Spikes.



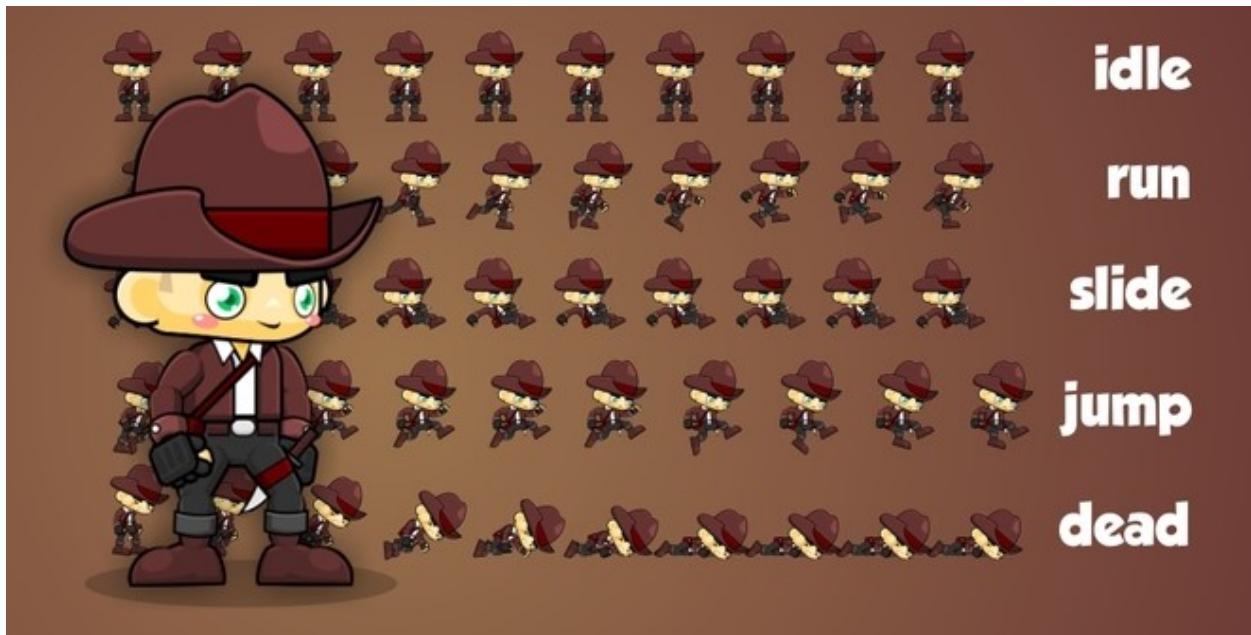
5. Bouncer

this object exists in the exit of level 2 when character touch it throw him away like a lunch pad or trampoline.

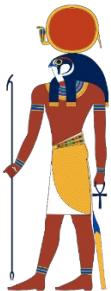


3.1.7 Player Mode Sketches:

1. Hassan:



2. Ra:



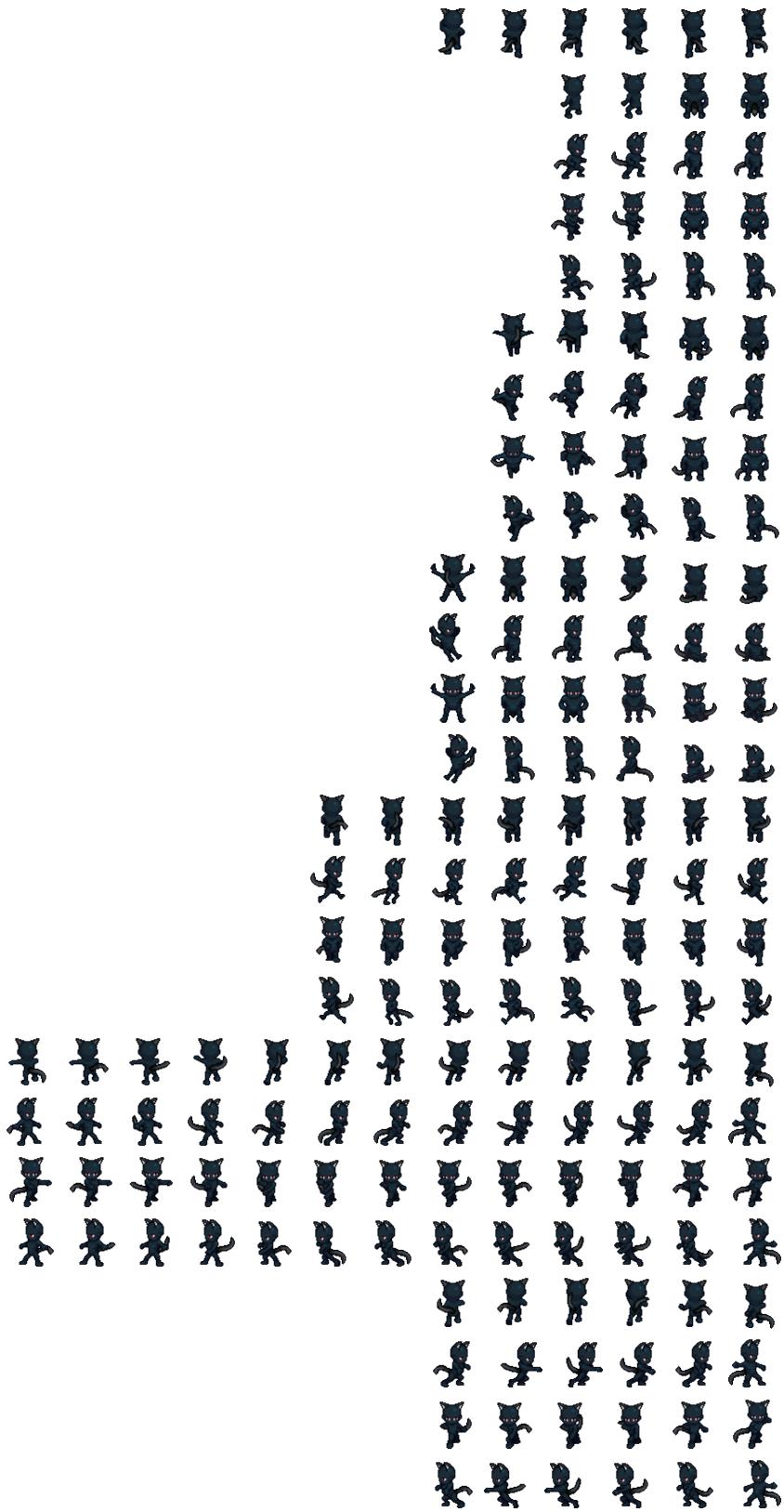
3. Dalida:



4. Mummy:



s5. Mau:



6. Bat:



7. Worm:



8. Ra fellows: Horus, Anubis, Bastet, and Thot:



4. DYNAMIC ELEMENTS

4.1 Sequence and Objectives of Each Level

Level 1: Temple of Horus

Sequence of events:

This level is Hassan firsts challenge, its quite easy compared to the upcoming challenges Hassan get introduced to mummies and bats enemies, also gets introduced to spikes traps.

The first scene contains introductory images and signs of how to control the game, which keyboard keys to move, jump, and shoot bullets. He moves and then get introduced to Dalida the guiding character and have a dialogue with her then go on his way to the Horus temple that have a hole, he jumps into it to immediately find mummies attacking him he kills them using the gun and use slider to get into the second scene where there is even more bats and mummies and go through temple's tunnels and find spikes traps scattered everywhere.

After going through those challenges he enters Horus room and finds his first artifact (the feather) collect it and then have a dialogue with Horus.

Objectives:

1. Avoid traps.
2. Fight mummies and bats.
3. Reach to the end of the Temple of Horus.
4. Collect the feather of judgement artifact.
5. Take forgiveness from Horus.

The Feather of Judgement Artifact:



Level 2: Catacombs of Anubis

Sequence of events:

Hassan has made it out of the first challenge and his next one is going to be heated as its so hot in the temple and its full of fire traps. He meets Dalida on his way and she warns him from all of this. When he gets in he go through heated challenges of jumping to avoid fire traps and also there is mummies and bats inside. He kills them and take the second artifact (Key of ankh) and have a dialogue with Anubis.

On his way exiting the temple he gets to interact with object called “Bouncer” He uses it to fly away to the exit.

Objectives:

1. Avoid traps.
2. Fight mummies.
3. Reach to the end of the catacombs.
4. Collect the Key of Ankh artifact.
5. Take forgiveness from Anubis.

The Key of Ankh Artifact:



Level 3: the Sanctuary of Bastet

Sequence of events:

On his way to the third temple placed besides water body, the Nile, he meets Dalida and helps him to go through the next level. When he enters the temple it is dark and foggy where the vision is hard to see the traps and enemies but Hassan is a good shooter and he aims at the enemies well and exit the temple to find the third artifact (The amulet) where he meets Bastet the owner of this temple and she forgives him.

The next scene is dark and in the desert he go through enemies again and get introduced to worms.

Objectives:

1. Avoid traps.
2. Fight Mau.
3. Reach to the end of the Sanctuary.
4. Collect the Amulet of Bastet artifact.
5. Take forgiveness from Bastet.

The Amulet of Bastet Artifact:



Level 4: The Library of Thoth

His final challenge is quite long and full of every enemy he got introduced in the past three levels, of course he meets Dalida one last time to warn him that this challenge is harder than anything he has witnessed before. Hassan moves to the temple and once he gets inside he finds a rotating saw speeding into him he tries to avoid it and go into the next floor where he finds mummies and bats awaiting besides some fire traps he kills every enemy there and go to the third floor where there is more enemies to fight but he collects the last artifact (The scroll), he go to the last floor where is the room of Thoth he have a dialogue with him and then he run escaping the temple to find another scene/challenge which is the tunnels and its full of worms that he ought to kill, he escapes this and then He enters his final of all challenges which is the pyramid and he have to go through Ra army it has all kinds of enemies and by the end of the scene he deliver the artifacts to Ra just to surprised that its not for forgiveness its for evil.

Objectives:

1. Avoid traps.
2. Fight mummies, Mau, Bats, Worms
3. Reach to the end of the library.
4. Collect the Scroll of eternity.
5. Take forgiveness from Thoth
6. Escape from the temple through tunnels
7. Get in the pyramids, fight the guards of the pyramids.
8. Reach to the top of the pyramid and meet Ra.
9. Give the artifacts to Ra.

The Scroll of Eternity:



4.2 Cutscenes

Cutscene 1: The curse of Amun-Ra

Begins once the player start the game, there is no gameplay before it, Hassan walking in a temple in the deserts and ignore any inscriptions and warning signs about touching the Eye of Amun-Ra because all of he thinks about is the fame he is going to get after this great discovery, he touches the artifact and he suddenly feels sick but he ignore it and exit the place with the Eye in the harsh desert, he hears a booming angry sound and he feels confused about it, he sees someone that look like a giant human with a bird face and a glowing yellow disc on their head, when he gets closer he realizes that this is not a human, Ra tells Hassan in angry tone that he shouldn't intruder his place and steal from his temple , Ra tells him that Hassan has made him angry and his fellows Horus, Anubis, Bastet, and Thoth, and now his has to pay for his actions, Ra curse Hassan with sickness and low health, Hassan beg him for forgiveness, Ra tells him there is only one way to forgive him and make other gods forgive him, Ra tells Hassan that he should go to the four sacred locations of his fellows too and collect each temple's artifact (feather, key, amulet, and scroll) then deliver it to Ra at the top of the pyramid. Hassan has no choice but to accept this offer as his health keep declining faster than he thought, even if the offer doesn't make sense to him and he doubts evil planning is happening but he doesn't know.

This cutscene establishes the main plot and the goals of the game, sets the goal of the levels and what the player should expect to happen next.

Cutscene 2: The Nile journey with Dalida.

Hassan has just collected the Key of Ankh successfully and take on his way to the Sanctuary of Bastet, he meets Dalida on the way and tells him that he can't go to Bastet's temple alone as he has to take a boat in the Nile, Dalida and Hassan move with the boat on their way, during the journey Dalida praises Hassan's courage but warns him of the next challenge, tell him tricks to pass certain traps and how to kill certain enemies, Hassan grows suspicious of Dalida's super abilities to be ahead of him but he accepts her help.

This cutscene provide moment of reflection for players in the middle of the game, prepares players for the upcoming difficult levels, and showing more of Dalida's character.

Cutscene 3: meeting Ra at the top of the pyramid.

After Hassan reaches the top of Khufu pyramid, he meets Ra with the five artifacts, the one Hassan initially stolen They Eye of Amun Ra, The Feather of Judgement, The Key of Ankh, The Amulet of Bastet, and The Scroll of Eternity, Hassan confronts Ra tells him that he did what he asked him and now he shall break the curse, Ra laughs in evil sound and tells him that he fooled him and these artifacts are not forgiveness souvenir, they are keys to lost pharaoh's tomb that if Ra opened this tomb all the people around the world will get the same curse that Hassan has. Hassan is faced with the choice to obey Ra or to defy him, if he obeyed him all of the people he knows will be cursed with sickness, Hassan faces this moral decision and decides that no one

deserve to be cursed because of what he did, he choose to defy Ra and take all of the responsibility, Hassan destroys the artifacts, Ra starts screaming at him tells him that he shouldn't have defied him, after the artifacts has destroyed Ra vanishes and surprisingly the curse too. Hassan's health now is restored at peace and he feels happy that balance is restored between humans and gods.

This cutscene gives a resolve to the storyline, provide emotional closure for the player, highlights Hassan's character development from being a reckless adventurer to a selfless hero, sets up a dramatic conclusion and game's themes of courage, wisdom, and sacrifice.

4.3 Hints to Guide

In Pharoah's Reckoning, players are guided through different ways that align with the context of the story and the theme of the game. These guiding methods ensure immersive experience whether its direct guiding or indirect guiding.

1. Dalida's Guidance:

She serves as a mentor figure who offers cryptic but important advices. Her guidance fits her mysterious persona and create a sense of curiosity to player of her origins.

Dalida occasionally appears before each level starts to provide guidance, warnings, and tips to Hassan delivered through dialogue boxes. Her hints are sometimes metaphorical, encouraging players to think critically on the game play.

Example:



2. Inscriptions and Arrow signs:

Arrow signs and inscriptions are engaging means of directing players through the game. On walls, floors, and artifacts, ancient hieroglyphs, engravings, and paintings are positioned thoughtfully to provide hints about traps, puzzles, or locations of artifacts. Players can interact with these inscriptions to uncover glowing highlights or translations that offer direction without interfering with the immersive experience. Similarly, arrow indicators that are designed to look like marks or painted symbols guide players through dangerous sections or temple hallways that resemble mazes. These components work in harmony with the story and setting to guarantee that players are helped while maintaining the realism of the game.

- **Audio Files:**

Link to audio files: [Music](#)

4.4 Outcome

The game concludes with a spectacular final encounter on top floor of the Great Pyramid of Khufu. After conquering the most difficult challenges, including fire-filled pits and unrelenting temple guardians, Hassan eventually meets Ra, who holds the five sacred artifacts: the Eye of Amun-Ra, the Feather of Judgement, the Ankh, the Amulet of Bastet, and the Scroll of Eternity. Hassan demands that Ra keep his word that to remove the curse. Ra, on the other hand, laughs menacingly and states his actual intentions: the artifacts are not marks of forgiveness, but keys to unlocking the tomb of a long-lost pharaoh, whose liberation will spread the same horrible curse that Hassan is suffering from to everyone on Earth. Faced with an ethical dilemma, Hassan must decide whether to follow Ra's plan and destroy humanity, or to oppose the god's wishes and accept responsibility for his crimes. Hassan chooses selflessness and destroys the artifacts, refusing to let others suffer for his mistake. As the artifacts are destroyed, Ra's power begins to wane, and the angered god cries in fury, warning Hassan that he will repent his rebellion. However, when Ra leaves, Hassan's curse is lifted, and his health and vitality are completely restored.

The game finishes with Hassan departing the pyramid at sunrise, relieved and content, knowing that he has not only redeemed himself but also restored the balance between humans and gods.

The closing shot portrays him looking out into the desert horizon, filled with a newfound feeling of purpose and the awareness that he has a second chance at life.