

# **High Concept Document**

The following is an adapted version of the high concept document for a simple console game about an adventure of a scientist and his AI robot assistant exploring the pyramid to seek for the Pharaoh's scepter which has the power to time travel to save his/her husband/wife. Although this particular game was never made, the ideas of the game still inspired a lot of other games and the overall game designs and settings are incredibly stunning.

## **Adventure of the Unfound Pyramid**

Goh Ze Han , Hew Kar Eun , Choong Qian Zheng

### **High Concept Statement**

The game is about a scientist who is so obsessed with the pyramid that has disappeared for a very long time after a tsunami . There are a lot of rumors about the pyramid which they say has hidden treasures in it, especially the Pharaoh's scepter and so he/she decided to go for it because the scepter will allow him to travel back to save his/her husband/wife who was dead because of a careless mistake of what the scientist did . With the help of his AI robot assistant which he created, he has finally located the pyramid and went for it.

### **Genre**

Artificial Intelligence , adventure , puzzle, problem solving and myth.

### **Features**

- It is a third person character game
- The game can make players feel stimulate and relaxation
- The game lets the player discover and explore different things.
- There are a lot of things to let the player observe, judge and research such as antiques, mystery artifacts etc.
- Have an AI assistant to help you analyze the problems and give hints at the very moment.
- Flexible inventory system to research the treasure, allows the player to collect items into the inventory or take out from inventory to use it as some tools such as torchlight .
- The game have buttons to move the player to search for treasure.

### **Target audience**

Players that are interested in problem solving and myth stories.

### **Competition**

Egyptian Museum Adventure 3D

### **Unique selling point**

- Single Player
- Customizable character appearance
- Different situation encountered in each level

- Explore the myth hidden inside the pyramid
- Solve the puzzles of the pyramid
- Several and hidden achievement for players to explore more

## **Target Hardware**

PlayStation, Xbox and PC

# GAME TREATMENT DOCUMENT

## Title Page

Adventure of The Unfound Pyramid  
A Game For PC and Console Platforms  
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## Executive Summary

- Adventure of The Unfound Pyramid is a 3D game that is about a scientist who went into a mysterious pyramid together with his AI robot assistant to explore the place to find the Pharaoh's scepter that holds the power of time travel. In the pyramid, the scientist has to face a lot of challenges in order to reach the scepter.
- This is an adventure game that includes puzzle solving, treasure hunting and also combat against the mysterious monsters. The scientist has to pass each room to meet the new challenge and at the end of the stage, the scientist will reach the scepter and be able to travel back to the time to save his/her wife/husband.
- This game is just a fictional story about the myth of the pyramid which hasn't been solved yet in real life until this day. There are a lot of rumors about the myth of the pyramid and so this game visualized another world for players to explore and enjoy.

## Game Overview

The concept is to create a whole new experience for players. It is a single-player game that can control two characters which are the scientist and AI robot. The goal is to unlock all the rooms and defeat the final boss and get the treasure. The scientist is the main character of the game but when it comes to combat, it is AI robot's work to protect the scientist. During the combat, the player has to use the AI robot to fight the monsters with weapons that have already been installed inside its body.

Both characters are very important as if one died during the mission, the player has to restart the game where his last checkpoint is.

## High Concept

The scientist finally discovered the pyramid. Inside the pyramid, there are a lot of traps in each room. In order to pass each room, he has to figure out the puzzles and many other clues to reach the treasure hidden in the pyramid together with his AI robot. But he doesn't know that there are ferocious monsters waiting for him.

## Genre

This is a mysterious puzzle based game with real world physics and AI. The game also includes finding clues, problem solving, puzzle and minor combat against different kinds of monsters. Reach to the top of the pyramid to collect the final treasure.

## Hooks



- **Third person with AI robot assisted perspective** in which the player can switch between scientist and AI robot to perform different tasks and unlock each stage to proceed to the next stage.
- **Mysterious monsters** guarding in every room where the player has to switch to the AI robot to fight the monster and protect the scientist from being attacked.
- **Puzzle/Problem solving** in each room allows for interesting tactics and thinking solutions to reach the final goal.

## License

Games which this game was derived from: (search for these games' licenses)

- Uncharted Drake's Fortune, 2, 3 and 4
- Pirates : Treasure Hunters

## Gameplay Highlights

### -Character Selection

Players are able to select the gender type of the character and those characters are customizable such as their hair, dress, skin colours and many others. Both the characters have the same abilities so players can choose whatever they want and play.

### -Encounters

Players traverse in the pyramid, moving through inside of the pyramid. Also, players solve puzzles and use firearms, melee combat, and stealth to combat enemies along with the NPC robot which is the character's assistant. In combat, players can only use long-ranged weapons such as shotguns and pistols. Players can choose to let the NPC protect the player with a force field which can avoid attacks from enemies but only for a certain time of period or helping the player to fight back the enemies with pre-installed weapons in its body.

### -Collectibles

Players can collect the treasure that they found during the game, but some of the rare treasures are hidden in any spot of the game, so players must be very attentive or heedful in order to find these treasures and collect them. But take note, some of the collectibles are actually the item that must be used in order to eliminate the boss.

## -Artificial Intelligence System

The game features an artificial intelligence system in which hostile enemies react to any combat situation they are placed in. They respond to players' actions, coordinate tactics, and cooperate with each other. Besides that, the player's companion is also controlled by the artificial intelligence which can help in combat mode or puzzle solving by giving hints.

## Online Highlights

None

## Technology Highlights



- Spirits. The mindless soul that is captured and caged in the scepter of Anubis. It is the slave of Anubis and only listens to Anubis.
- Scorpions. The scorpions that have been living in the corner of the pyramid have been awake because of the arrival of you.
- Mummy. The starving dead body which was preserved by the old Egyptians to prevent it from decay has smelled you and has come alive looking for you.
- Pyramid monster (Silent Hill). A blind monster that has a sword in hand and swings the sword at you when they hear you.
- The Egyptian God-Anubis. The guardian of the Pharaoh's scepter, it summons spirit, mummy and scorpions to attack you.
- Puzzle solving. Solve the puzzle correctly to further the game progress, each puzzle is different and will become more and more challenging.
- D9000 robot. The D9000 robot gives you hints, strategies and helps you when you're struggling on the level.
- Freeze Gun. The Freeze Gun will freeze the enemy for 15 seconds and let the player bite it.

## Art and Audio Highlights



- Background music changes with the environment
- Smooth character movement including jumping, sliding , crouching and running
- Different sound of footsteps from the character while running, crouching, jumping and sliding

## Hardware

PlayStation, Xbox and PC

## Minimum system requirements :

OS: 32/64-bit Windows 7 SP1 /8/8.1/10

Processor: Intel Core 2 Duo E8200 2.6 GHz / AMD Athlon II X2 240 2.8 GHz

Memory: 2 GB RAM

Graphics: nVidia GeForce GTS450 / AMD Radeon HD5770 (1GB VRAM)

DIRECT X:10/11

## **Recommended system requirements :**

OS: 32/64-bit Windows 7 SP1 /8/8.1/10

Processor: Intel Core i3 2105 3.1 GHz / AMD Phenom II X4 955 3.2 GHz or better

Memory: 4 GB RAM

Graphics: nVidia GeForce GTX 470 / AMD Radeon HD5870 or better

DIRECT X:10/11

## **Production Details**

When the player starts the game, the player and the AI role want to go explore and find the treasure. At every level, also having some small monster will prevent the player from finding the treasure, so the AI role will help the player beat the small monster to obtain the treasure. At the end, the AI role will help the player to defeat the big monsters to get the final treasure - [The Pharaoh's Scepter](#). The Pharaoh 's Scepter can open the Diamond treasure. And in order to make this game, Goh Ze Han, Choong Qian Zheng, Hew Kar Eun and the rest of the team will be developing this game as we are all professionals and experienced in developing games with good ideas. Afterward, our company name is ' UbiSmooth '.

## **Current Status**

Currently our game is 2D. Now we change the game to 3D status. The environment stage will move in the 3D landscape. In the current time, our game status stops at 2D status so now our game environment and level have 3D status. Our map also has 2D status to let the player easily know and understand the map . The 3D status can improve the interest of the player then the player can play in a very fun status. The player character and the assistant robot will be the difference status like the robot can become bigger when in fight status.

## **Features**

- It is a third person character game
- The game can make players feel stimulate and relaxation 
- The game lets the player discover and explore different things 
- There are a lot of things to let the player observe, judge and research such as antiques, mystery artifacts etc. 
- Have an AI assistant to  you analyze the problems and give hints at the very moment.
- Flexible inventory system to research the treasure, allows the player to collect items into the inventory or take out from inventory to use it as some tools such as torchlight .
- The game have  buttons to move the player to search for treasure.

## **Development Team**

Goh Ze Han, Choong Qian Zheng and Hew Kar Eun are students from TARC Diploma Computer Science. We haven't created any game yet. And this is the first game that we have done.

List of Team Members and their roles:

<b>Team member 1 (Goh Ze Han)</b>	<b>Project Manager , Writer</b>
<b>Team member 2 (Choong Qian Zheng)</b>	<b>Artist , Designer</b>
<b>Team member 3 (Hew Kar Eun)</b>	<b>Tester , Programmer</b>

## **Budget**

<b>Hiring Cost</b>	<b>Estimated Budget (RM)</b>
<b>Artist</b>	<b>RM 72,000 / year</b>
<b>Designer</b>	<b>RM 87,000 / year</b>
<b>Tester</b>	<b>RM 46,000 / year</b>
<b>Writer</b>	<b>RM 31,000 / year</b>
<b>Programmer</b>	<b>RM 35,000 / year</b>
<b>Licenses</b>	<b>Estimated Budget (RM)</b>
<b>Software artist</b>	<b>RM 40,000 / year</b>
<b>Software game engine (unity , GIMP)</b>	<b>FREE</b>
<b>Marketing</b>	<b>Estimated Budget (RM)</b>
<b>Website (Youtube)</b>	<b>RM 30,000 / year</b>
<b>Social Media advertisement (Instagram, Facebook)</b>	<b>RM 70,000 / year</b>
<b>Studio Cost</b>	<b>Estimated Cost (RM)</b>
<b>Hardware</b>	<b>RM 42,000</b>
<b>Utility</b>	<b>RM 21,000 / year</b>
<b>Expenses</b>	<b>Estimated Cost (RM)</b>
<b>Server</b>	<b>RM 28,000 / year</b>
<b>Platform Fees (Stream, Xbox, Android)</b>	<b>RM 30,000</b>
<b>Total Budget (RM)</b>	<b>RM 532,000 / year</b>

## Schedule

	Timeline	Duration
<b>Pre-production</b>		
<b>Game concept</b>	<b>19/02/2021</b>	<b>2hour 35 minutes</b>
<b>Game design document (GDD)</b>	<b>21/02/2021</b>	<b>2hour</b>
<b>Game prototype</b>	<b>26/02/2021</b> <b>04/02/2021</b> <b>13/03/2021</b> <b>18/03/2021</b> <b>25/03/2021</b>	<b>1hour 45 minutes</b> <b>2hour 40 minutes</b> <b>2 hour 20 minutes</b> <b>2 hour 10 minutes</b> <b>1 hour 50 minutes</b>
<b>Implementation</b>		
<b>Assets creation</b>	<b>26/3/2021</b>	<b>3 hour 30 minutes</b>
<b>Source code creation</b>	<b>19/02/2021</b>	<b>2hour 35 minutes</b>
<b>Integration of assets and source codes</b>	<b>21/02/2021</b>	<b>2hour</b>
<b>Test</b>		
<b>Alpha Test</b>	<b>26/02/2021</b> <b>04/02/2021</b> <b>13/03/2021</b> <b>18/03/2021</b> <b>25/03/2021</b>	<b>1hour 45 minutes</b> <b>2hour 40 minutes</b> <b>2 hour 20 minutes</b> <b>2 hour 10 minutes</b> <b>1 hour 50 minutes</b>

Beta Test	26/3/2021 19/02/2021	3 hour 30 minutes 2hour 35 minutes
Release		
Project launching	26/02/2021 04/02/2021 13/03/2021 18/03/2021 25/03/2021	1hour 45 minutes 2hour 40 minutes 2 hour 20 minutes 2 hour 10 minutes 1 hour 50 minutes
Total time		

## Competitor

Competitor	Link	Year Published	Platform	No Downloads	Price	Strength	Weakness
Egyptian Museum Adventure 3D	<a href="https://play.google.com/store/apps/details?id=com.app.bond.egyptianmuseum&amp;hl=en&amp;gl=US">https://play.google.com/store/apps/details?id=com.app.bond.egyptianmuseum&amp;hl=en&amp;gl=US</a>	January 29,2018	Android	-	FREE	-	4.0 rate

## Game World



Description: This is the main menu of the game. Players can create a new game or if they have played before, they can choose a load game to continue their progress. The settings options include the controls, audio and video. Players can customize the control key, resolution, volume and more. The help section has the email hotline and number for support if the player faces any difficulties during the game.

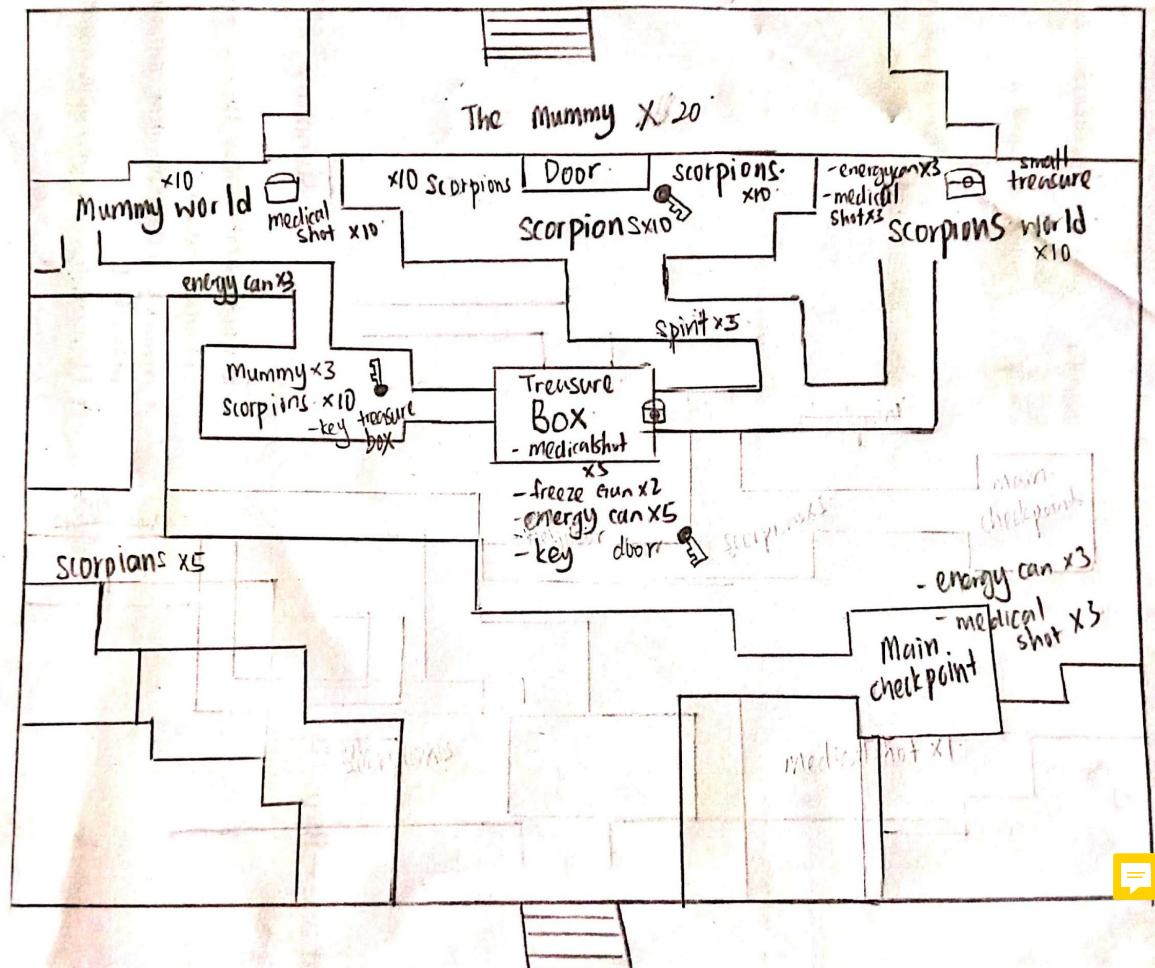
### Level 1 :



**Description :**This is the boss fight gameplay of the game on level 1. The character is in third person and also the D9000 robot. The health bar of the player as well as D9000 is at the left bottom. There is also an inventory button for the player to use items and also a map button. The boss health bar is at the top of the screen and a settings button on the top right corner. The dialogue is displayed at the bottom right corner.



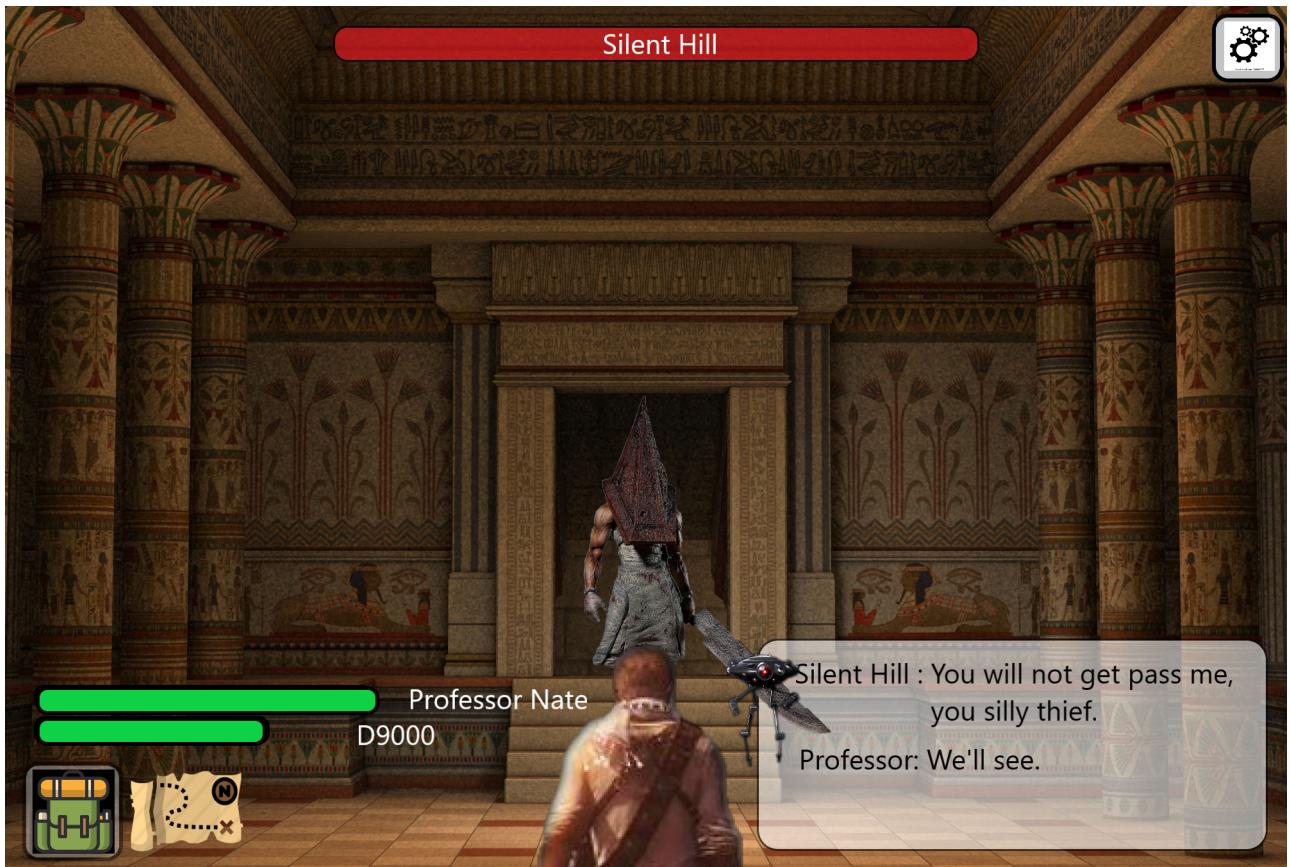
**Description :**This is the boss fight gameplay of the game on level 2. The character is in third person and also the D9000 robot. The health bar of the player as well as D9000 is at the left bottom. There is also an inventory button for the player to use items and also a map button. The boss health bar is at the top of the screen and a settings button on the top right corner. When the boss bar health changes to white color means the boss is defeated by the player.



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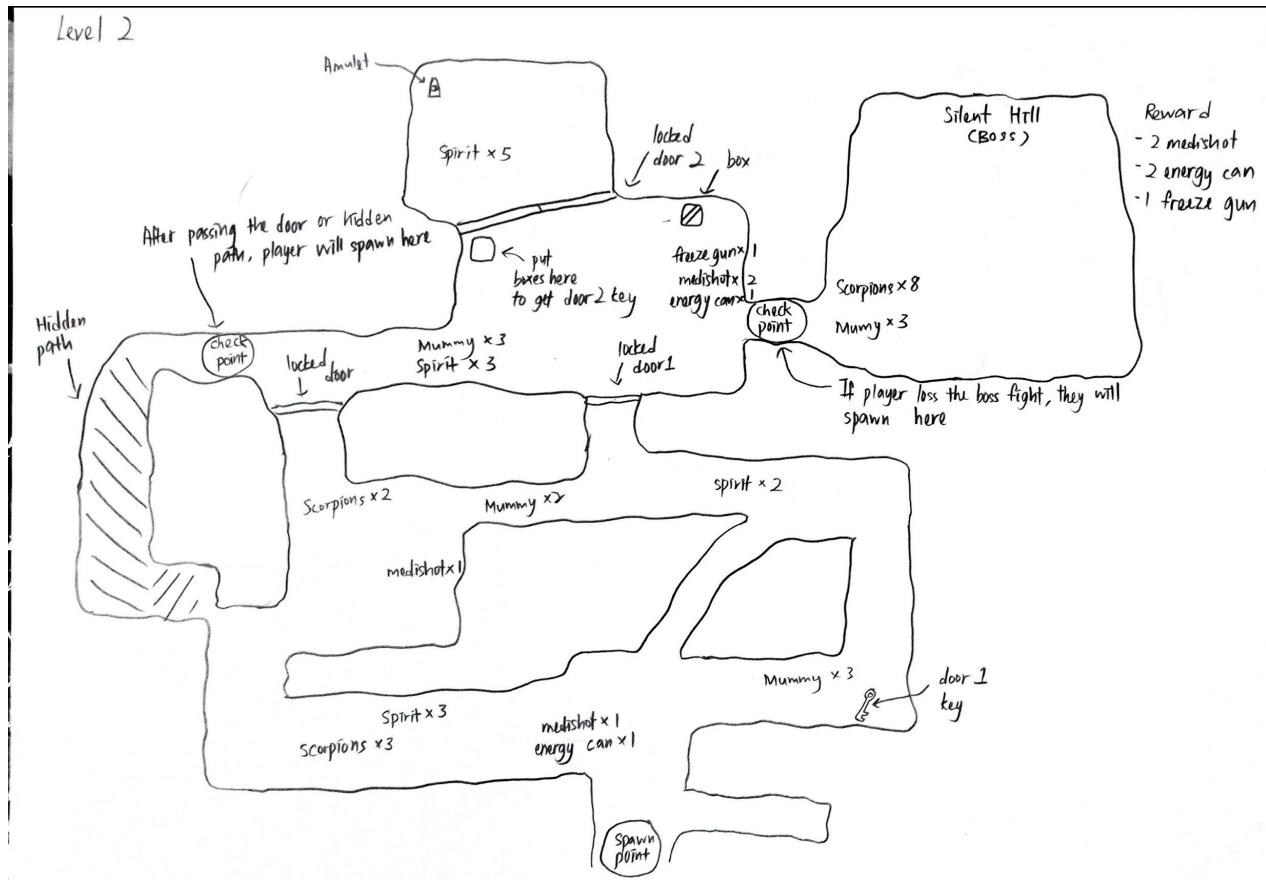
**Description:** This is the design map of level 1, there is a checkpoint for the player to avoid frustration and also prevent repetitive gameplay. At the checkpoint, players can buy something like a freeze gun, energy can, medical shot and more. The enemies amount and spawn point is drawn and set. There is a simple situation for the player to unlock the treasure box to get some resources. Then, the door key is in the treasure box to open door 1 to the next level. Some power-ups are also set for the player to collect and are drawn on the map. The player also wants to solve the difficulty to get the resources that the player needs so let's do it guys.

## Level 2



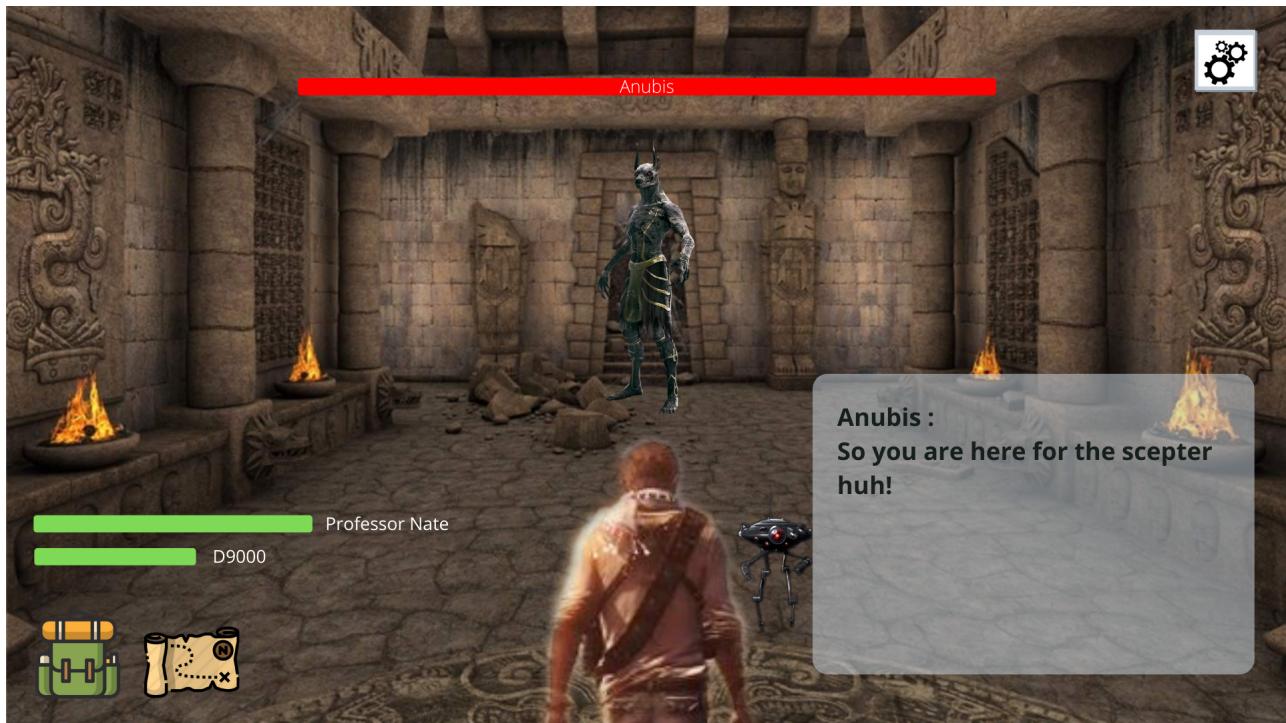
**Description:** This is the boss fight gameplay of the game on level 2. The character is in third person and also the D9000 robot. The health bar of the player as well as D9000 is at the left bottom. There is also an inventory button for the player to use items and also a map button. The boss health bar is at the top of the screen and a settings button on the top right corner. The dialogue is displayed at the bottom right corner.

## Level 2

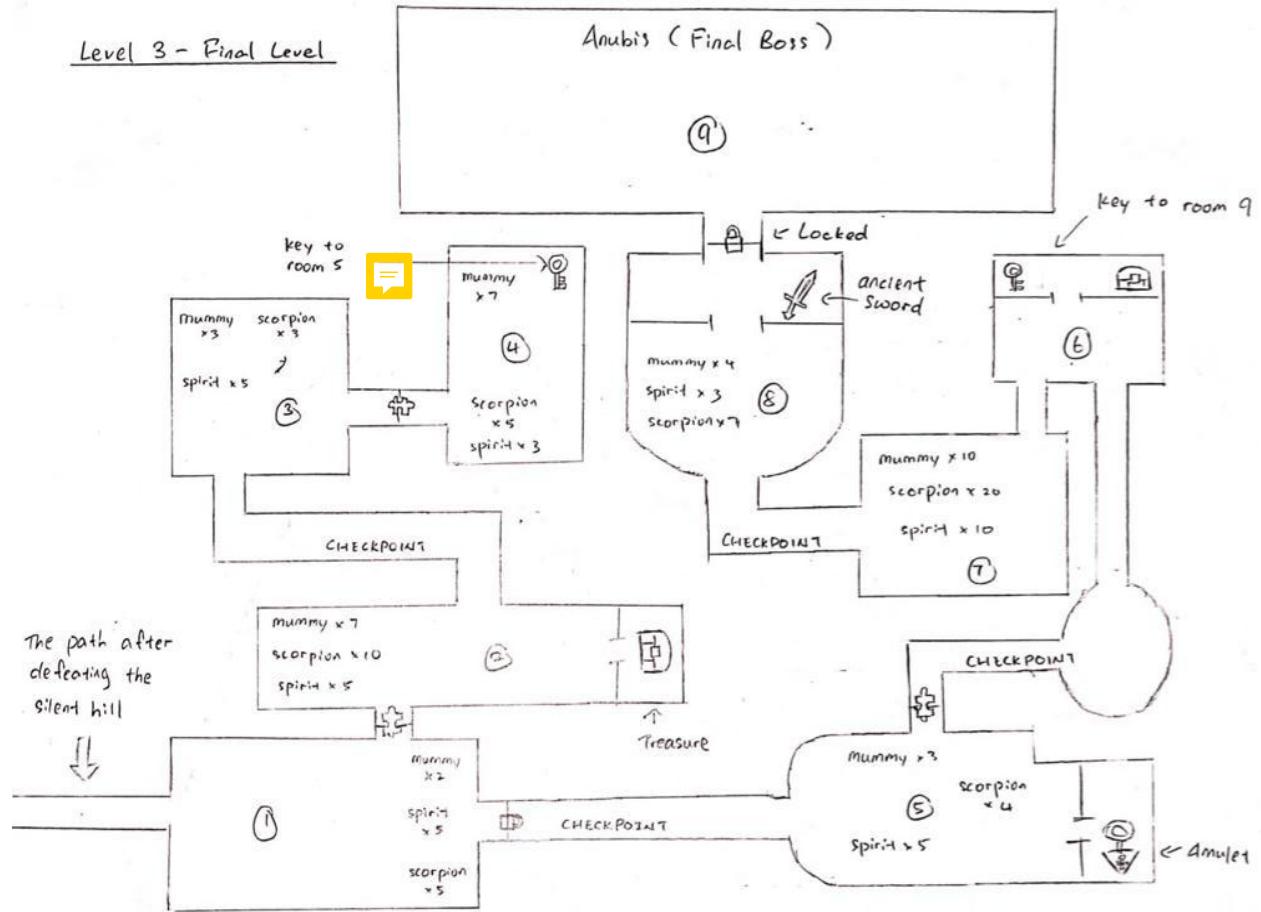


**Description:** This is the design map of level 2, there is a checkpoint for the player to avoid frustration and also prevent repetitive gameplay. The enemies amount and spawn point is drawn and set. There is a simple situation for the player to unlock the door 2 to get the Amulet. Some power-ups are also set for the player to collect and are drawn on the map.

## Level 3



### Level 3 - Final Level



**Description :** In this final level, the player will face the final boss who has the super strength and the ability of resistance to harm and other natural magic power. There are a total of 9 rooms in this level map. Each room is locked and some need to be unlocked with a key and some need to be unlocked by solving the puzzles. And all the rooms have mini monsters such as spirits, mummies and also scorpions which the player has to eliminate. The player has to start from room 1 to room 4 and after collecting the key in room 4, the player has to go back to room 1 to unlock room 5 to proceed. In the 5th room, there is an amulet which the player must collect in order to use it to defeat the final boss. Also, in the 8th room, there is an ancient sword which is a collectible that allows the player to collect to claim the reward such as points and achievement.

## Backstory

There have been rumours about a lost pyramid containing the **Pharaoh's Scepter** that has the ability to rewind time. A scientist who recently lost his/her companion in an accident and has lost his/her direction of life till one day he/she found out about this news and he/she try to locate the pyramid to let his/her companion back to life. After months of research and hardwork, the scientist finally located the lost pyramid. The scientist decides to go on an adventure to the lost pyramid since there is nothing to lose in his/her life anymore.

The scientist created an AI robot called 'D9000' to help him/her in the journey, the robot has an extremely high IQ and is filled with all kinds of knowledge including combat mode and protection mode which will be very useful in critical moments. So, the scientist brings along D9000 to begin the unknown journey in the lost pyramid to find the **Pharaoh's Scepter** in order to bring his/her companion back to life.

## Objective

The player has to solve the puzzle in every level of the pyramid and there will be monsters in each level, the player has to figure out how to pass through the next level. Once the player passes the last level and reaches the top of the pyramid, the player can collect the **Pharaoh's Scepter** in order to bring his/her companion back to life.

## Characters

**The Name of Character :** Professor Nate (Male)   Professor Chloe (Female)

**Background :** The scientist is the main protagonist of the Adventure of The Unfound Pyramid. He/She works as a researcher and scientist in the SpaceX company and has an incredibly high intelligence, his/her companion recently died in an accident which he/she thinks is his/her fault because they were arguing on the phone while his/her husband/wife was driving. The rumours of the **Pharaoh's Scepter** that has the ability to rewind time has caught his/her attention. So, he/she decides to seek for the Scepter to bring his/her partner back to life.



**The name of AI robot : D9000**

**Background :** Created by Professor Nate/Chloe, has an extremely high IQ and filled with all kinds of knowledge including combat mode and protection mode. Purpose is to help Professor Nate/Chloe during the journey of finding the **Pharaoh's Scepter**.

**Ability :** Medic,protect and combat. The AI robot D9000 will provide a medishot to the player in a certain amount of time with a cooldown time of 10 minutes. The AI robot can form a force field which acts as a shield to protect Professor Nate/Chloe in a certain amount of time and has a cooldown time of 8 minutes. The AI robot can go to combat mode which can be activated when there are monsters nearby and it will help to take out the monsters, this mode has a cooldown time of 12 minutes.



## The name of the monster in pyramid : Anubis

**Background :** Easily recognizable as an anthropomorphized jackal or dog, was the Egyptian god of the afterlife and mummification and is the protector of the Pharaoh's scepter which is currently staying in the pyramid. Anubis was not evil but rather one of the most important gods who kept evil out of Egypt. But in order to protect the scepter, he will do whatever that is right to protect it from being stolen or being used by the wrong people including killing the intruders.

**Ability :** Anubis presumably possesses the conventional attributes of the Egyptian Gods including superhuman strength, stamina, vitality and resistance to harm. He also has several undefined skills, presumably magical in nature, to perceive spirits. He can also fire unspecified energy blasts from his eyes.

**Weakness :** Anubis is afraid of the amulet that can be found in one of the rooms. The amulet will weaken all his abilities and the attacks will be decreased. Without the amulet, all the attacks are harmless.



**The name of the mini monster in pyramid : Spirits**

**Background :** The treasurer and tomb raider that failed to obtain the treasure and was killed by the Anubis and stored in Anubis scepter.

**Ability :** No special ability

**Weakness:** Slow walking speed and short range attack. Afraid of light too.



xps

**The name of the mini monster in pyramid : Ancient Scorpion**

**Background :** They have eight legs, and are easily recognized by a pair of grasping pincers and a narrow, segmented tail, often carried in a characteristic forward curve over the back and always ending with a stinger.

**Ability :** Always come in a group. It will sting the character, which contains poison that kills the character slowly unless the robot D9000 injects the medishot to the character.

**Weakness:** Has low health point and a slow attack speed



### **The monster in game : Mummy**

**Background :** Before he turned into a mummy, he was a brave soldier who had a loving family and the one who was loyal and fought for the country and willing to sacrifice his life to protect the country. But one day, he was betrayed by his friend who is jealous about him, saying that he leaked the top secret plan of Pharaoh's to the enemy country. And so, Pharaoh chose to believe his friend and killed his whole family, and lock him, leaving him alone to suffer with eternal life curse even though the flesh is gone and only left with bones and covered with the armor that was left when he was a human. He can't do anything but be covered with anger and hatred. Until this day, he is still being locked in a room which is connected to the entrance of another room and he will kill whoever that passes through.

**Ability :** He has super strength and is extremely fast at moving. He is not afraid of guns and bullets. He can swing or throw his blade to the character to deal damage.

**Weakness :** He is afraid of light and fire. Light and fire can weaken his ability, and all his attacks will be decreased. There's only one thing that can actually eliminate him, or should we say free him. Which is the Pharaoh's book where it contains the power to break the curse of the mummy and kill him. This book can be found while solving the puzzle, but in order to use this book, the mummy must be defeated and unable to move.



### **The monster in game : Pyramid Head**

**Background :** Pyramid Head, also known as "Silent Hill" and Sankaku Atama and the Executioner. He is once the army general and its eyes have been cut off as the punishment of losing his troops because of his personal negligence. He pledged to do everything he can to protect the pyramid to atone his guilty.

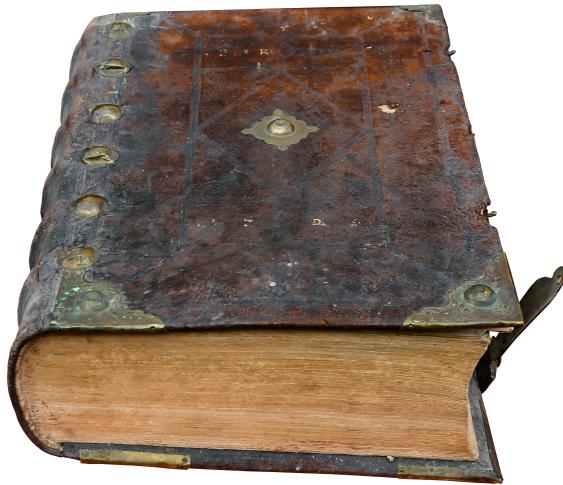
**Ability :** Super Strength. Pyramid Head can hold an adult human in one hand, he can catch the character and lift him up with one hand, or swing his massive blade to the character one-handed, while the player finds it, it requires two hands to carry the blade. He has an inhuman hearing sense, he can locate the character if the character makes any noise.

**Weakness:** Can't see anything, the character can sneak around or close to him and execute him without him noticing.



**Items : Pharaoh's book**

**Ability : To free the soul of the awaken dead soldier(Mummy)**



**Items : Amulet**

**Ability : weaken the abilities and the attacks of the Anubis**



**Power-Up in the game : Energy Can**

**Ability :** Make the robot become bigger and stronger. The big robot can laser the monsters.



**Power-Up : Freeze Gun**

**Ability :** Freeze the enemy for 15 seconds.



**Power-Up in the game : medishot**

**Ability :** Increase the health of the character



## Mission or Story Progression

Act 1
In the pyramid, the scientist will fight the small monster in the first round.Example: Scorpion, Mummy. Moreover, the scientist will complete the mission and gain the treasure below the help from the AI robot D9000. Instead, the second round stage will open.
Act 2
In the second round, the scientist will meet the monster that is bigger than the first round and also stronger than the first round's monster which is Pyramid Head. The scientist will give the energy can to the AI robot D9000 so that the robot will change to a big robot and laser the monster. However, the scientist will keep fighting with the monster to give the treasure and freeze gun to help the scientist defeat the final boss.Afterward,the final round door will be open.
Act 3
In the final round, the final big boss Anubis will resurrect. The scientist will give the energy can and weapon to the robot to help him/her to defeat the Anubis and the scientist want to find the things that the Anubis scare to stop the attack from the Anubis.Finally,the scientist and robot defeat the Anubis and get the final treasure and reward named <b>Pharaoh's Scepter</b> .