**Game Design Document**

**Game Name:** Anubis’ Challenge  
**Game Concept:** A time-traveling explorer must navigate an ancient Egyptian tomb, solving puzzles to unlock secrets and escape. Historical elements create a familiar yet mysterious experience.  
**Genre:** Adventure / Puzzle / Historical  
**Target Audience:** General audience

**Game Flow Summary**

* Players start at the Main Menu.
* Gameplay takes place in a single, large tomb room with a series of puzzles.
* The player must complete three puzzles in sequence to unlock the sarcophagus and escape.
* Third-person movement with WASD; first-person perspective for puzzle-solving using keyboard and mouse.

**Look and Feel**

* **Visual Style:** Low-poly, semi-realistic environment.
* **Lighting:** Dark ambiance, illuminated by amber torches.

**Gameplay and Mechanics**

**Gameplay**

* **Game Progression:** Solve puzzles, interact with the environment, avoid dangers.
* **Mission Structure:** Linear progression with sequential puzzle-solving.
* **Puzzle Structure:** Requires logic, pattern recognition, and exploration.

**Objectives**

* Find hidden treasures inside an ancient Egyptian tomb.
* Solve puzzles to disarm traps and open pathways.

**Play Flow**

* Players explore the tomb in third-person.
* Upon reaching a puzzle, the view switches to first-person for interaction.
* Completing puzzles unlocks new paths, leading to the final goal.

**Mechanics**

* **Physics:** Realistic movement and interaction.
* **Movement:** WASD for movement, jumping, and interactions.
* **Objects:** Interact/pickup with “E” key.
* **Actions:** Buttons, switches, and object interactions all use the “E” key.
* **Combat:** TBD (currently focused on exploration and puzzles).
* **Economy:** TBD (possible collectibles or scoring system).

**Screen Flow**

* **Main Menu** (Start, Load Game, Settings).
* **Game Level** (Single-room tomb with three puzzles).
* **Cutscenes** (Transitions between sections).

**Game Options**

* Save progress at checkpoints.
* Adjustable settings (controls, audio, graphics).
* Possible hidden Easter eggs for replayability.

**Story, Setting, and Character**

**Story and Narrative**

* Players control an adventurer who has been transported to an ancient Egyptian tomb.
* Their goal is to solve puzzles to uncover its secrets and escape.
* The story is revealed through environmental storytelling and artifacts.

**Game World**

* **Setting:** An underground tomb with intricate corridors and hidden chambers.
* **Visuals:** Ancient stone walls, hieroglyphics, statues, and golden artifacts.

**Characters**

* **Protagonist:** A rugged, Indiana Jones-like explorer.
* **Antagonist:** Environmental hazards and traps.

**Levels**

**Main Room Layout**

1. **Puzzle 1:** Unlocks a tomb door.
2. **Puzzle 2:** Reveals a hidden compartment behind a wall.
3. **Puzzle 3:** Unlocks the sarcophagus and leads to escape.

**Additional Elements**

* **Start Menu** (Title screen, options, new game/load game).
* **Training Level** (Optional tutorial for movement and mechanics).

**Interface**

**Visual System**

* **HUD:** Minimal, only displaying essential information.
* **Menu:** Pause menu for options and game settings.
* **Camera:** Third person for movement, first-person for puzzles.

**Control System**

* **Movement:** WASD.
* **Interactions:** “E” to interact with objects.
* **Puzzles:** Keyboard and mouse for precision control.

**Audio and Sound**

* **Music:** Egyptian-inspired ambient tracks.
* **Sound Effects:** Environmental sounds (wind, stone shifting, torches flickering).
* **Voice Acting:** Minimal, focusing on environmental storytelling.

**Artificial Intelligence**

* **Opponent AI:** None currently (focus on puzzles and exploration).
* **Support AI:** Collision detection, object interaction, pathfinding.

**Technical Specifications**

* **Target Hardware:** PC.
* **Game Engine:** Unity.
* **Development Software:** Blender, Photoshop, Visual Studio, Unity.
* **Network Requirements:** None (single-player game).

**Game Art**

* **Style:** Low-poly models with realistic textures.
* **Environment:** Ancient tomb with glowing torches and mysterious artifacts.
* **Character Models:** Explorer with rugged attire, possibly customizable.