Decjam

Programming

**Rope mechanic**

**Player damage**

**Player health**

**Enemy damage**

**Enemy health**

**Door activation**

Gameplay

**Need to escape pyramid. Traps set to keep you. You slowly die and need to occasionally regenerate if you can't escape. Each time you regenerate the enemies get harder to to defeat. Need gems to open doors that will eventually lead outside. Mummy will use wrap to whip enemies and pull objects around to solve puzzles.**

Level design

**Pyramid cut out. 2.5d**

Sound

**Whip**

**Door open**

**Bat screech**

**Some kind of sound when in sarcophagus.**

**Chime when collecting gem**

**Music for each room**

Gui/menus

**Simple inventory to show gems and anything else we need to solve puzzles.**

**Start menu**

**Pause menu**

**Credits**

Effects

**Whip particle when enemy is hit**

Matinée

**Sarcophagus**

**Exiting pyramid**