

In-Game Cutscene Home



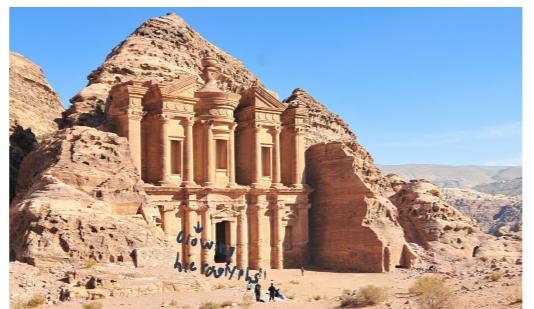
Geography: 'Merica! (House only appears in the cutscene when Andrew leaves for Egypt.)

Climate: A Nice Warm Day

Resources: Tap Water, Supplies, Clothing, Electronics. (Does it matter? Maybe just use these ideas for the background to make the house feel more alive and comfortable.)

Architecture: House that is built from masonry (brick and stone structures), the outside pavement is obviously made out of cement.

Desert Ruins



Geography: Takes place in Egypt and inside a Ruin

Climate: Very humid and dry enough to show heatwaves.

Resources: Gold, Silver, Coins, Meteorite Dagger, Artifact that Andrew is looking for.

Architecture: The Ruin is created out of sunbaked mud bricks and stone.

Transport: Andrew arrives via plane.

Desert Ruin Hallways



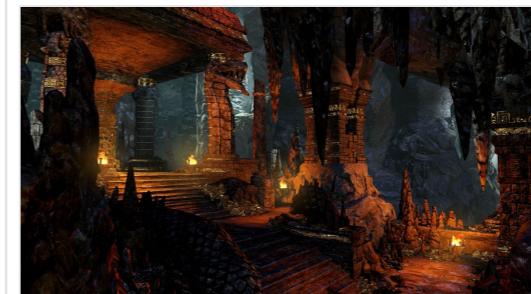
Geography: These hallways are in the desert ruins.

Climate: less dry and humid than the outside of the ruins but still dry.

Resources: torches, pillars, walkway, etc.

Architecture: Very dimly lit in the beginning but the further you get into it the brighter it becomes. Floor is made of sand and the air is dusty.

Underground Prison



An idea for what the environment could like when Andrew gets thrown into an underground prison.

Geography: Under the Desert Ruins

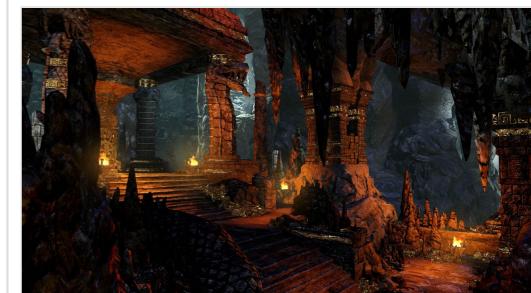
Climate: Cold and damp, maybe humid.

Resources: Swords, shields, bones?

Architecture: Yellow Sandstone with skeletons chained up to walls inside the cells to signify past victims.

Transport: Andrew either falls through a trap or gets thrown in, Tyler decides how he gets into prison.

Puzzle Room (Underground Prison)



An idea for what the environment could like when Andrew gets thrown into an underground prison.

Geography: Inside the Underground Prison

Climate: Cold and damp, maybe humid.

Resources: There are 4 statues around the underground prison, Andrew must find them and place them on the pedestals that correspond to the statues to escape the prison.

Architecture: Yellowy Sandstone with some skeletons chained up to walls inside the cells to signify past victims.

Transport: Andrew either falls through a trap or gets thrown in, to escape, Andrew must find 4 statues and place them on the corresponding pedestal.

Trap Room



Geography: Inside Ruins before the entrance to the Treasure room (underground)

Climate: Cold breeze, the wind wooshes silently.

Resources: None, it is the room before the treasure room.

Architecture: At the beginning of the room is a large bottomless pit with ledges sticking out from the wall that Andrew must jump across. After the pit is traversed, the room converges into a large hallway that is filled with traps such as arrows, swinging guillotines, and spikes that Andrew has to maneuver through.

Transport: Andrew explores the underground and eventually finds the trap room; he knows he must traverse this room to reach the treasure room.

Treasury



Geography: Inside Ruins (underground)

Climate: Cold possible slight breeze

Resources: Gold coins, Money, Silver, and the artifact

Architecture: The treasury is created out of sunbaked mud bricks and stone.

Transport: Andrew explores the underground and eventually finds the area he is looking for.