

## 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



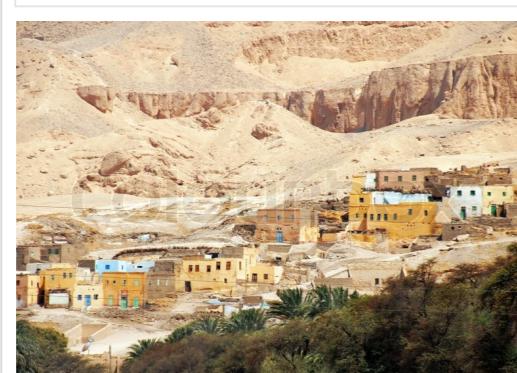
Geography: Takes place in Egypt and inside a Ruin.

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.



The village in the distance that is inaccessible due to it being a part of the background (Make the buildings low poly if necessary.)

## Desert Ruin Hallways



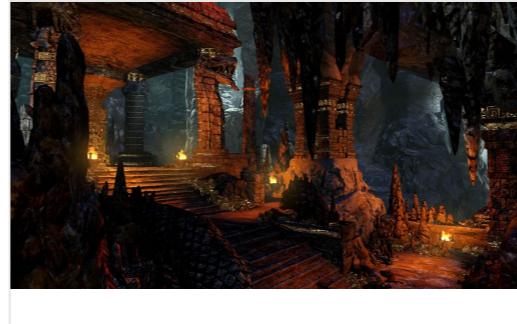
Geography: These hallways are in the desert ruins.

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 sandstone 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

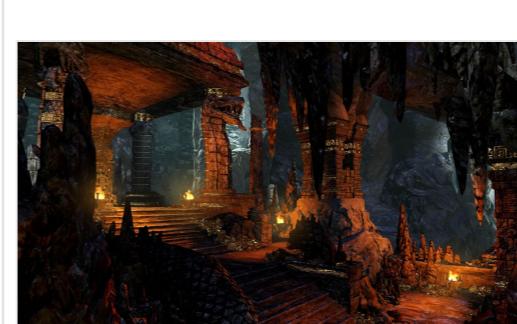
Climate: Cold and damp, maybe humid.

Resources: Flimsy Swords and 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

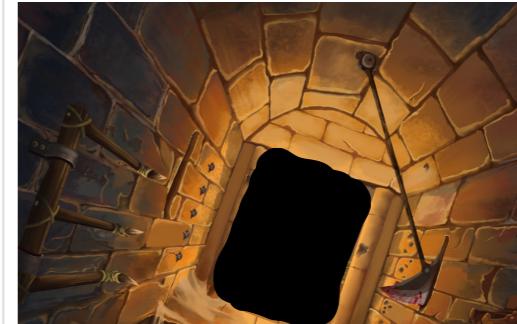
Climate: Cold and damp, maybe humid.

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: Yellow 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, possible slight breeze

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

Architecture: The treasury's walls are formed out of sunbaked mud bricks and stone.

Transport: Andrew overcomes the trap room and completes the puzzle that opens the door to the treasure room

## Treasury



Geography: Inside Ruins (underground)

Climate: Cold, possible slight breeze

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

Architecture: The treasury's walls are formed out of sunbaked mud bricks and stone.

Transport: Andrew overcomes the trap room and completes the puzzle that opens the door to the treasure room

## Door #1



A Hidden Door that can be opened, either through a lever, pressure plate, or button that is hidden in the same room but, can be found by casual players or those with an attentive eye. When Andrew walks through the hidden door, the room behind unloads and the hidden door closes, it will then be marked on the map as a door that Andrew can walk through again.

## Door #2

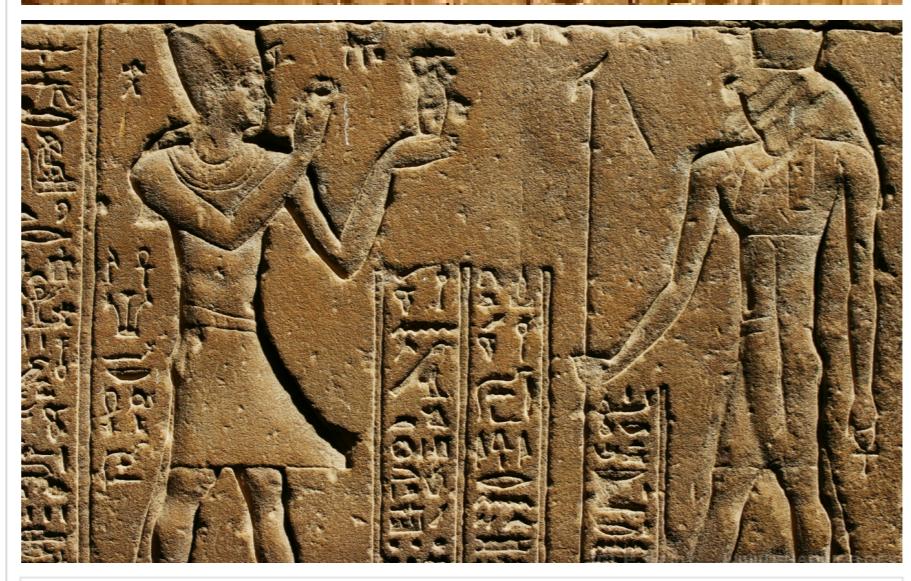
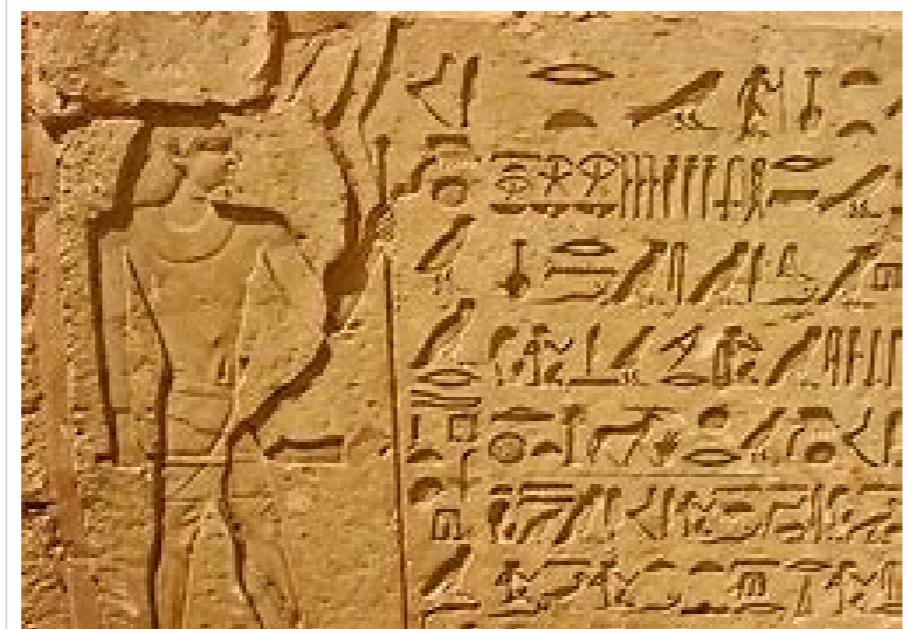
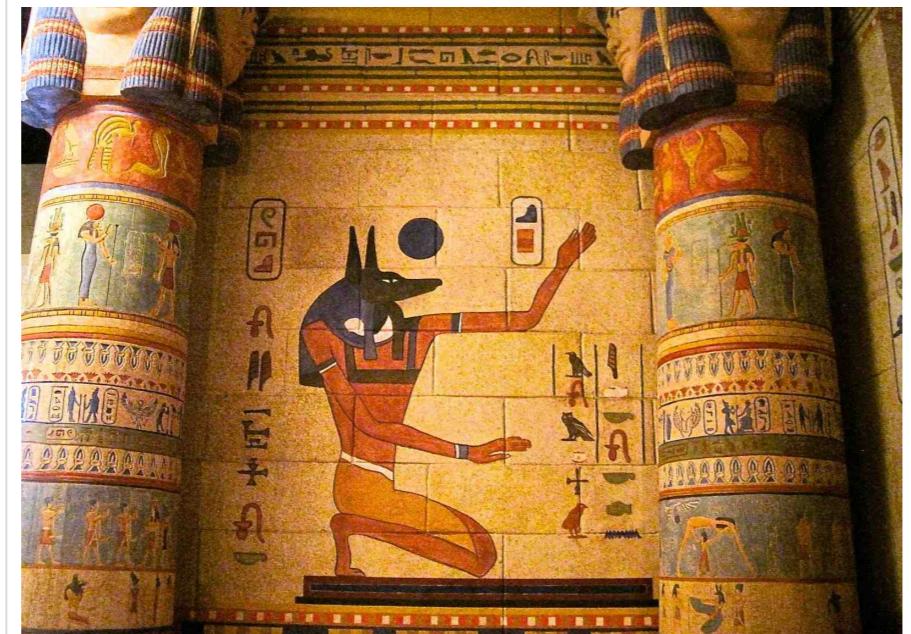
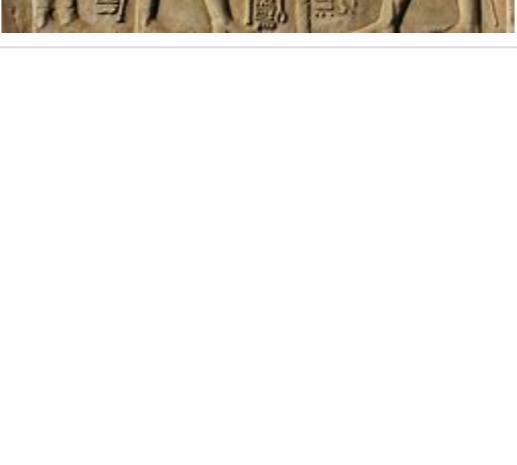


A Door that slides up into the ceiling when opening, or down when it closes. Can be activated with a lever, pressure plate, button, or a puzzle such as matching a statue to the corresponding plate. Another puzzle could be pressing 4-5 buttons in a certain order that Andrew can find clues for. When Andrew walks through the door, it closes behind him and unloads the room behind the door. It will then be marked on the map as a door that Andrew can walk through again.

## Hallway (Loading Screen)

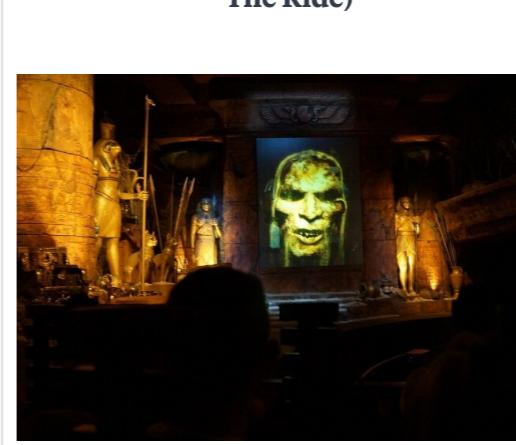


To enter this room, the player must press a button on their keyboard (activation key such as E or F) to initiate a scene of Andrew walking into the pitch-dark hallway, as soon as Andrew disappears into the darkness, the loading screen plays. If the player is in first person, force them into third person when the scene is started. When the cutscene ends, Andrew appears at the room across the hallway, obviously the player can come back through the hallway initiating the same scene of Andrew walking through. If the player entered the cutscene in first person, then keep them in the first-person view when the next area loads in. It will then be marked on the map as a hallway that Andrew can walk through again if there is backtracking.



Some Hieroglyph architecture that could be used as details for these types of doors.

## Easter Egg Room (Inspired by Revenge of the Mummy: The Ride)



Geography: Inside Ruins in a Secret Room (Hold left when entering the pitch-dark hallway until the loading screen is completed; CAN ONLY HAPPEN IN ONE OF THE DARK HALLWAYS AND IS A ONE-AND-DONE EASTER EGG)

Climate: Cold breeze, the wind wooshes silently.

Resources: Sarcophagus, skeletons wielding swords & shields, ankh, or spears, and wearing armor, they are not alive and are simply detail.

Architecture: There are 2 pillars in the very end of the room, evenly spaced out. A floating head formed out of sand appears and proceeds to offer Andrew "riches beyond his comprehension" in exchange for Andrew's service. Andrew rejects its offer, and out of anger, the floating head disappears. Andrew is forced out of the room and is brought into the room that Andrew was meant to go into. (This room does not provide any lore and is meant to be a reference to The Mummy)

Transport: There is a certain dark-hallway that Andrew must hold left, (when the player activates the cutscene) to enter the secret Easter Egg room.



Basically, turn these guys into skeletons but have them be scattered around the floor