

## In-Game Cutscene Home



**Geography:** 'Merica! (House that only appears in a cutscene while 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.

## Underground Prison



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

**Geography:** Under the Desert Ruins

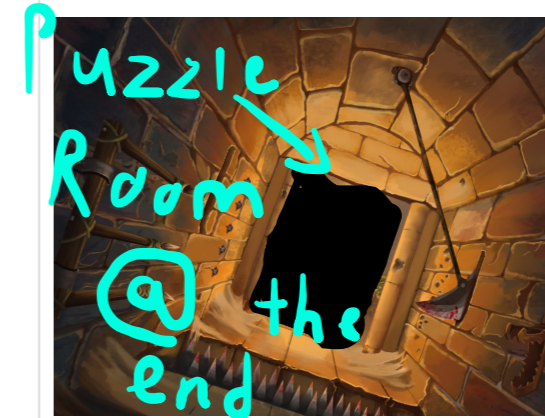
**Climate:** Cold and damp, maybe humid.

**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 Andrew ends up in the prison.

## 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 has to jump across. The trapped room after the bottomless pit converges into a large hallway that is filled with traps filled with arrows, swinging guillotines, and some 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 artifact.

## 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.

## Puzzle Room



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

**Geography:** At the end of the booby-trapped room

**Climate:** Cold and damp, maybe humid.

**Resources:**

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

**Transport & infrastructure:** Andrew either falls through a trap or gets thrown in, Tyler shall decides on how Andrew ends up in the prison.