Design Document for:

Pharaoh's Curse

One Liner, i.e. The Ultimate Racing Game

"Something funny here!"™

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Design History

The purpose of this document is to provide a transparent view of the evolution of the game design for "Pharaoh's Curse." It serves as a roadmap of the decisions made, adjustments implemented, and the overall progression of the game's conceptualization.

Version 1.10

This version primarily focused on refining details post my initial pass at the design. Key changes included:

1. A rewritten section detailing the compatible systems for the game.
2. Incorporation of feedback from the team across all sections, though no major alterations were deemed necessary at this stage.

Version 2.00

Version 2.00 marks a significant milestone, reflecting major revisions based on a deeper understanding of the game. After extensive design deliberations, this version encapsulates pivotal decisions and developments:

1. A streamlined scope of the design, ensuring clarity and focus.
2. Enriched descriptions across various aspects, notably sections A, B, and C.
3. Introduction of detailed story elements.
4. Expansion of the layout and design of the game world, enhancing immersion.

Version 2.10

In this iteration, numerous minor adjustments were made throughout the document, enhancing its coherence and completeness. Key updates include:

Included in the changes are:

1. Revisions across the entire document for improved clarity and consistency.
2. Addition of the "User Interface Appendix" to provide insights into interface design.
3. Inclusion of the "Game Object Properties Appendix" for detailed game asset specifications.
4. Introduction of a concept sketch for the game world, aiding in visualizing the environment's layout and aesthetics.

Game Overview

Philosophy

Philosophical point #1

In our pursuit of game design mastery, we strive to innovate and break new ground in the gaming industry. While drawing inspiration from existing works, our goal is to introduce fresh perspectives and experiences that captivate players and push the boundaries of traditional gaming. We believe in embracing creativity and originality to craft games that leave a lasting impact and inspire future generations of game developers.

Philosophical point #2

We acknowledge the importance of specialization and expertise within specific domains. As we explore various platforms and technologies, we recognize the value of delving deep into niche areas, such as developing hardware or software. By immersing ourselves in these niches, we aim to gain profound insights and skills that will set us apart in the industry.

Philosophical point #3

As we shape our game design journey, we uphold the principles of curiosity, determination, and continuous growth. Our overarching philosophies serve as guiding beacons, steering us towards excellence in every aspect of game development. Whether it's through innovation, specialization, or personal development, we remain committed to pushing ourselves beyond boundaries and achieving our full potential as game designers.

Common Questions

What is the game?

"Pharaoh's Curse" is an immersive action-adventure game set in the heart of an ancient Egyptian pyramid. Players embark on a thrilling journey filled with perilous traps, mythical monsters, and ancient mysteries waiting to be unraveled. As they navigate through intricate chambers and hidden passages, they must overcome treacherous obstacles, solve challenging puzzles, and battle legendary creatures from Egyptian mythology, such as mummies and Anubis warriors.

Why create this game?

We're delving into the creation of "Pharaoh's Curse" out of curiosity about game design and a desire to explore immersive gaming experiences. Recognizing a gap in the market for a captivating action-adventure set in an Egyptian pyramid, we're excited to embark on this journey.

Where does the game take place?

The game unfolds within the depths of an ancient Egyptian pyramid, brimming with mystery and danger. Players navigate through intricately decorated chambers and treacherous passages, encountering mythical creatures and uncovering long-forgotten secrets. With its immersive atmosphere and rich history, the pyramid offers a thrilling backdrop for the adventure ahead.

What do I control?

In "Pharaoh's Curse," players control an intrepid adventurer exploring the depths of an ancient Egyptian pyramid. They must navigate treacherous chambers, solve puzzles, and battle mythical monsters to unravel the pyramid's mysteries and escape its curse.

How many characters do I control?

In "Pharaoh's Curse," players control a single protagonist throughout the game. This choice allows for a more focused gameplay experience, where players can fully immerse themselves in the role of the adventurer and connect with their journey through the pyramid.

What is the main focus?

In "Pharaoh's Curse," the main focus for players is to navigate through the ancient Egyptian pyramid, overcoming obstacles, solving puzzles, and battling mythical creatures to unravel the mysteries concealed within and ultimately escape the curse that looms over the pyramid. As the protagonist, players must explore every corner of the pyramid, uncovering hidden secrets and artifacts while delving deeper into its depths. Along the way, they will encounter treacherous traps, encounter challenges, and engage in thrilling confrontations with enemies. The ultimate goal is to emerge victorious from the pyramid, having conquered its dangers and unearthed its ancient secrets.

What's different?

"Pharaoh's Curse" stands out with its unique blend of immersive 3D exploration, challenging puzzles, and thrilling combat set within ancient Egypt. With varied gameplay mechanics, mythical enemies, timed challenges, and accessibility, it offers a fresh and captivating experience unlike any other in the market.

Feature Set

General Features

Immersive Setting
Unique Enemies
Engaging Visual
Vivid Color Palette

Gameplay

- Exploration: Navigate through intricate chambers, hidden passages, and secret corridors of the pyramid, uncovering treasures and unraveling mysteries.
- Puzzle-Solving: Solve ancient riddles and puzzles to unlock doors, reveal hidden treasures, and progress deeper into the pyramid's depths.
- Combat: Engage in thrilling battles with mythical enemies, utilizing strategy and skill to emerge victorious.
- Traps and Obstacles: Navigate through a maze of treacherous traps, including hidden spikes, rolling boulders, collapsing floors, and dart-shooting walls.
- Timed Challenges: Race against the clock to escape flooding chambers or outrun rolling boulders, adding urgency and excitement to gameplay.
- Collectibles: Discover and collect various ancient artifacts scattered throughout the pyramid, unlocking new areas or providing bonuses.
- Hidden Secrets: Explore every corner of the pyramid to uncover hidden rooms, bonus items, and shortcuts, rewarding curiosity and thorough exploration.
- Progression System: Follow a clear path through the pyramid, encountering new challenges and obstacles as you advance, with gradual increases in difficulty ensuring a balanced experience.
- Accessibility: Designed to be easy to pick up and play, catering to both casual gamers and those seeking a more relaxed gaming experience.

The Game World

Overview

"Pharaoh's Curse" transports players to the heart of an ancient Egyptian pyramid, a sprawling labyrinth filled with danger and intrigue. Within its walls lie hidden chambers, treacherous traps, and mythical creatures awaiting discovery.

Pyramid Interior

Delve into the depths of the ancient Egyptian pyramid, a sprawling maze of corridors, chambers, and hidden passageways. Each area is meticulously crafted, featuring intricate hieroglyphics, ornate decorations, and architectural marvels that transport players to a bygone era.

Ancient Egyptian Setting

Same thing here. Don't sell too hard. These features should be awesome and be selling the game on its own.

The Physical World

Overview

The following describes the key components of the physical world.

Key Locations

The Great Pyramid: The centerpiece of the game world, the Great Pyramid stands as a monumental structure shrouded in mystery. Players will explore its vast interior, navigating through grand halls, cramped corridors, and hidden chambers as they unravel its secrets.
The Pharaoh's Tomb: Deep within the pyramid lies the resting place of the ancient pharaoh, a sacred chamber filled with riches and relics. Players must venture into this treacherous location, facing traps and challenges to uncover valuable artifacts and unlock the pyramid's mysteries.
The Sphinx: Guarding the entrance to the pyramid, the Sphinx stands as a formidable monument with the body of a lion and the head of a pharaoh. Players will encounter this iconic landmark as they journey through the desert sands surrounding the pyramid, adding to the sense of awe and wonder in the game world.

Travel

Players navigate the game world by walking, using directional controls to explore various locations within the pyramid and beyond. This straightforward mechanic facilitates immersion in the atmospheric environments of ancient Egypt and the discovery of hidden secrets.

Scale

The world of "Pharaoh's Curse" is represented using a 1:1 scale, focusing solely on the environments within the pyramid. Each chamber, corridor, and hidden passage is meticulously designed to reflect accurate proportions and dimensions, ensuring an immersive experience as players navigate through the ancient Egyptian structure.

Objects

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Artifacts: Discover ancient relics like jewelry, tools, and statues, offering insights into Egypt's history and culture.

Hieroglyphs: Interact with intricate inscriptions on walls, unraveling hidden clues and messages.

Treasure Chests: Find chests filled with gold, gemstones, and rare artifacts, rewarding exploration and puzzle-solving.

Environmental Objects: Manipulate levers, pressure plates, and blocks to trigger mechanisms and unlock secrets.

Weapons and Tools: Equip swords, torches, and grappling hooks to defend, illuminate, and explore within the pyramid.

See the "Objects Appendix" for a list of all the objects found in the world.

Weather

"Pharaoh's Curse" features a controlled indoor environment within the ancient Egyptian pyramid, where dynamic weather effects are not present. Players will explore the pyramid's chambers and passageways without encountering changes in atmospheric conditions such as rain or snow.

Day and Night

"Pharaoh's Curse" does not include a day and night cycle. The game is set within the interior of the ancient Egyptian pyramid, where lighting conditions remain consistent throughout the player's journey

Time

In "Pharaoh's Curse," time does not play a significant role in gameplay mechanics. The focus of the game is on exploration, puzzle-solving, and combat within the confines of the ancient Egyptian pyramid.

Rendering System

Overview

"Pharaoh's Curse" will utilize a sprite-based rendering system to bring its 2D game world to life. This approach involves creating 2D images, or sprites, for each element in the game, including characters, objects, backgrounds, and UI elements. These sprites will then be rendered onto the screen, allowing players to interact with and navigate through the game environment.

2D/3D Rendering

For "Pharaoh's Curse," a 3D rendering engine will be utilized to bring the game's world to life in three dimensions. This engine will enable the creation of immersive environments, intricate models, and dynamic lighting effects to enhance the player's experience.

Camera

Overview

In "Pharaoh's Curse," the camera will operate in a first-person perspective, providing players with a direct view of the game world from the protagonist's point of view.

Camera Detail #1

The camera will move around smoothly to follow the player's movements, ensuring an immersive and responsive experience.

Camera Detail #2

In certain special circumstances, such as cutscenes or scripted events, the camera switches to predefined angles to highlight important actions or locations.

Game Engine

Overview

The game engine for "Pharaoh's Curse" manages all aspects of the game world, from rendering graphics to handling physics and AI.

Game Engine Detail #1

The game engine tracks player interactions, environmental changes, and the status of various game elements to provide a seamless experience.

Water
Water effects in the game will be handled by the engine to look realistic and enhance the visual appeal of the environments.

Collision Detection

The game engine uses advanced collision detection techniques to ensure that interactions between the player, objects, and the environment are accurate and realistic.

Lighting Models

Overview

"Pharaoh's Curse" uses advanced lighting models to create atmospheric and realistic environments.

Lighting Model Detail #1

The game uses the XYZ technique to light the world, providing dynamic and immersive lighting effects.

Lighting Model Detail #2

Special objects, such as purple eggplants, will have unique lighting settings to highlight their importance in the game.

The World Layout

Overview

The world of "Pharaoh's Curse" is meticulously designed to reflect ancient Egyptian settings, focusing on the interior of the pyramid.

World Layout Detail #1

Key locations within the pyramid include various chambers, corridors, and hidden passages that players will explore.

World Layout Detail #2

Each area within the pyramid is designed to offer unique challenges and secrets, encouraging players to explore thoroughly.

Game Characters

Overview

Characters in "Pharaoh's Curse" include the protagonist, various enemies, and NPCs that enhance the story and gameplay.

Creating a Character

Players can personalize their character's appearance and abilities to suit their playstyle.

Enemies and Monsters

Enemies in the game include various mummies and guardians that the player must defeat to progress.

User Interface

Overview

The user interface in "Pharaoh's Curse" is designed to be intuitive and immersive, providing players with all the necessary information without detracting from the experience.

User Interface Detail #1

The HUD includes health, inventory, and objectives, displayed in a clear and concise manner.

User Interface Detail #2

Menus and other UI elements are designed to be easily navigable, allowing players to focus on the game.

Weapons

Overview

Weapons in "Pharaoh's Curse" range from traditional melee weapons to magical items, each with unique properties and uses.

Weapons Details #1

Players can find and upgrade weapons to increase their effectiveness in combat.

Weapons Details #2

Special weapons have unique abilities that can be used to solve puzzles or defeat powerful enemies.

Musical Scores and Sound Effects

Overview

The musical score of "Pharaoh's Curse" is designed to enhance the atmosphere and immersion of the game.

Red Book Audio

High-quality audio tracks are used to provide a rich and engaging soundtrack.

3D Sound

The game uses 3D sound effects to create a realistic and immersive audio environment.

Sound Design

Sound effects are meticulously crafted to match the actions and events in the game, enhancing the overall experience.

Single-Player Game

Overview

"Pharaoh's Curse" offers a deep and engaging single-player experience, focused on exploration, puzzle-solving, and combat.

Here is a breakdown of the key components of the single player game.

Single Player Game Detail #1

The story-driven campaign guides players through various challenges and mysteries within the pyramid.

Single Player Game Detail #2

The game offers numerous side quests and hidden secrets to discover, adding depth and replayability.

Story

The story of "Pharaoh's Curse" revolves around uncovering the secrets of an ancient Egyptian pyramid and overcoming its guardians. While on a tour, you get trapped in a pyramid and uncover many secrets on the way to finding an exit.

Hours of Gameplay

The main campaign offers approximately 20-30 hours of gameplay, with additional time for side quests and exploration.

Victory Conditions

Players achieve victory by solving the central mystery of the pyramid and defeating the final guardian.

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Multiplayer Game

Overview

The multiplayer mode of "Pharaoh's Curse" offers cooperative and competitive gameplay options.

Max Players

Up to four players can join a multiplayer session, working together or competing against each other.

Servers

Dedicated servers ensure smooth and reliable multiplayer experiences.

Customization

Players can customize their characters and loadouts for multiplayer matches.

Internet

Online multiplayer supports matchmaking and various game modes.

Gaming Sites

The game integrates with popular gaming platforms like GameSpot for easy access to multiplayer features.

Persistence

Multiplayer progress and stats are saved, allowing players to track their performance over time.

Saving and Loading

The game supports saving and loading progress in both single-player and multiplayer modes.

Character Rendering

Overview

Characters in "Pharaoh's Curse" are rendered using advanced techniques to ensure high-quality visuals.

Character Rendering Detail #1

Detailed models and textures bring characters to life, with realistic animations and expressions.

Character Rendering Detail #2

Special rendering techniques are used for unique characters and enemies to highlight their importance.

"XYZ Appendix"

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

"Objects Appendix"

"User Interface Appendix"

"Networking Appendix"

"Character Rendering and Animation Appendix"

"Story Appendix"

Okay, that's it. I wanted to spend more time on this and really make it a great roadmap for putting a game design together. Unfortunately it would take a ton of time and that is something that we don't have enough of in this business. I think you get the idea anyhow. Also, don't get the impression that I think a design should provide the information in any particular order, this just happened to be the way it fell out of my head when I sat down. Change this template any way you want and if you feel you have improved on it, send it back to me and I can pass it out as an alternative to anyone that asks me in the future.

Good luck and all that!

Chris Taylor