

# **Project Osiris**

## **Design Document**

**By Group 1**

## **Summary:**

<Project Osiris> is a 3D Exploration game where you solve puzzles, find key points, and explore further into the <Dungeons>. Within the dungeon, any room you enter can be a combat zone. Combat includes turn-based strategy with grid-based movement. Explore the depths of the dungeon to locate Osiris' body pieces, which grant you new and unique power-ups.

## **Gameplay Mechanics:**

### **Dungeon Puzzles**

- Puzzles around dungeon
- Solve them to gain a reward, open a new area, or alter an area

### **Obelisks**

- Key POIs found around/in the dungeons
- Normally requires a puzzle to gain access
- You can choose to corrupt an obelisk:
  - Each obelisk will give different effects when corrupted

### **Movement**

- Open exploration

- Similar to exploring dungeons in Persona 5

## Health (Diesel)

- Diesel is your health bar AND your mana/magic bar
- Taking damages lowers your diesel bar
- Sacrifice diesel for abilities in combat
- Summon allies for combat by spending diesel
- Siphon allies to regain some diesel
- Diesel does not regenerate naturally
  - You need to find a X or X to regain your diesel

## Everything Combat

- Combat is a strategic turn-based which has grid-based movement
- Combat can only be initiated within a combat zone:

## Combat Zones

- When entering any room, it can be a combat zone
- The whole room is considered an active combat zone
  - The room is divided into tiles which define the player's movement
- Enemies are spawned within the combat zone at certain points
- When in combat, the POV changes to a top-down view
- After you enter the combat zone, you enter combat:

## Combat – Player & Allies

- In combat, there is a turn order
  - The player's actions are always first, unless it's an ambush:
    - Depending on different scenarios, you could be ambushed:
      - Being ambushed switches the turn order for the enemies to act first
- Every action you make takes a turn
- Each Player/Ally in combat takes a turn before it switches to the enemies
  - Starts with your turn then rotates between any summoned allies

- When entering combat, you have different options:
  - Move
    - Can be used to move the player to empty tiles within the combat zone
      - Use WASD to move
    - You can only move a certain amount of tiles per turn
      - This depends on the player's movement stat
    - Does not cost diesel
  - Attack
    - Basic attack
    - Attack type is based on the type of character
      - I.E A character with a sword will have a short attack range
    - Does not cost diesel
  - Interact
    - Interact with POIs around the combat zone
      - These POIs can alter combat or give advantages
        - TBD on what specifically they do
    - Siphon allies:
      - Consume select allies to replenish your diesel
  - Abilities
    - All abilities require spending diesel
    - Abilities can consist of
      - Different magical abilities
      - Player/Ally buffs
      - Summoning allies
        - You can select which troop type to summon
        - Spend diesel summoning them
        - They spawn right next to you
        - Main purpose is to act as allies and assist you in combat
          - These allies have the same mechanics as the player with the exception of summoning and siphon
          - They have unique abilities related to their troop type
  - To end your turn, you can:

- Use all of your turns
  - Click a button to skip your turn
- To end combat, you can:
  - Leave the combat zone
  - Defeat all the enemies within
  - Complete the objective
- If you die in combat, you will lose everything that happens in battle and will restart from right before you entered the combat zone
  - You can additionally save mid-combat in specific areas

## **Combat – Enemy types**

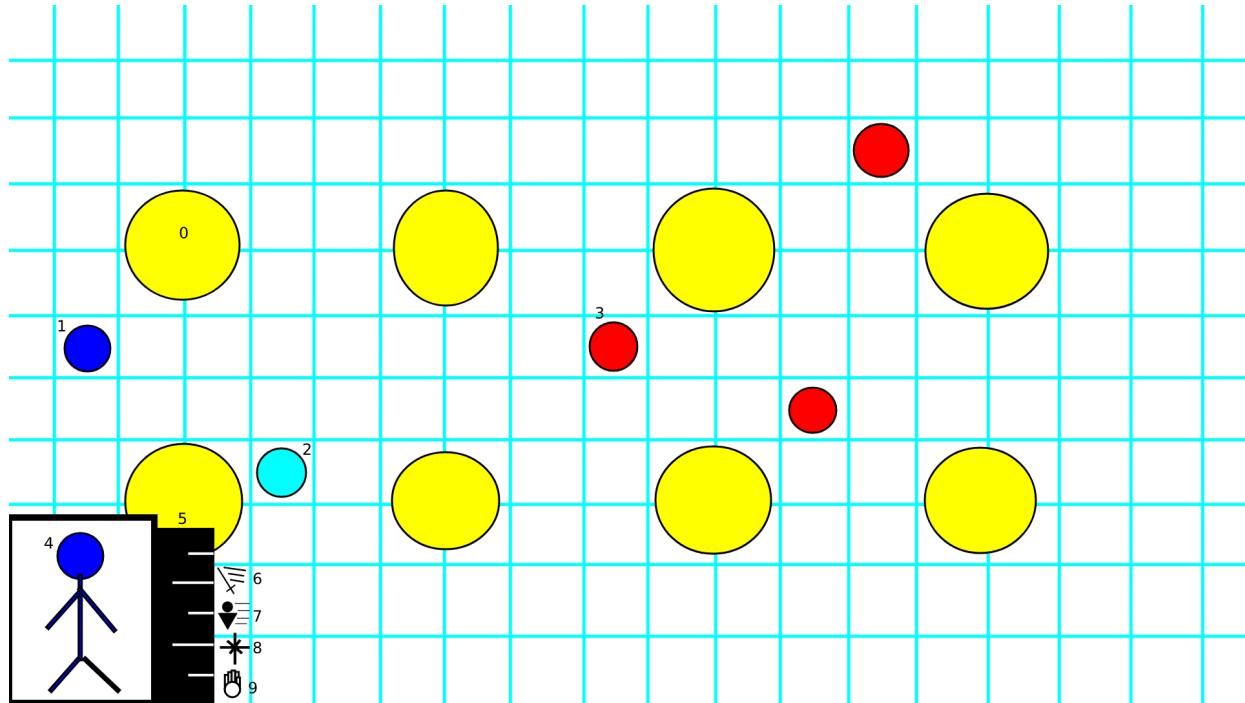
- Enemies have almost the same actions as the player with the exception of all interacting options
- Enemies have different troop types:
  - Offense:
    - Offense enemies move toward the nearest player/ally to attack within their range of any ability or normal attack
  - Support:
    - Support enemies move toward other enemies to use support abilities on them
    - Their second priority is attacking the player/allies

## **Player & Enemy Stats**

- Player
  - Stats:
    - Movement 5, Atk Range 5, Atk Dmg 2, Health 12
  - Abilities:
    - Soldier
      - Costs 2 Health
      - Spawns one ally nearby
- Ally
  - Stats:
    - Movement 5, Atk range 5, Atk Dmg 1, Health 4
- Enemy
  - Stats:

- Movement 5, Atk range 1, Atk Dmg 2, Health 6

## Combat UI



- Sample combat UI
- Player character is currently selected

### UI Legend:

0. Obstacles in the area that entities cannot attack or move through.
1. The player character
2. A player unit
3. An enemy
4. The portrait of the currently selected entity
5. The health of the current selected entity
6. The attack action.
7. The move action
8. The ability action
9. The interact action

## Exploration

- The interior of dungeons will often have a sort of labyrinthine structure, with later dungeons being more maze-like than earlier ones, at least in some ways.
  - The player will not only need to determine which path(s) in the dungeon lead to the end, they will also need to search for puzzles and/or their solutions.
  - The player can optionally discover things in the dungeon that can make both exploration and combat easier.
    - They can discover items or other things that can allow them to explore shortcuts or alternate paths, which can take them to treasures, help them avoid enemies, or simply make moving through the dungeon easier.
    - They can also discover things they can use to make combat encounters in certain areas of the dungeon easier.
  - Treasures and items can be found throughout dungeons which can grant players with buffs or other things to help them, in battles or otherwise.
- In the open world, exploration is not nearly as major a factor as in the dungeons, or at least is not as mandatory.
  - While you don't need to find a ton of secrets in order to find the dungeons, you can explore to find treasures and items that can give the player new abilities and/or make combat or even exploration easier.
- The player's gun will also factor into exploration, allowing you to interact with enemies and the world in certain ways, both for the sake of puzzle-solving and combat.
  - The player can use the gun to shoot at various objects on the overworld, allowing them to (for example) unlock areas, destroy objects as needed, trigger mechanisms, etc.
    - Exploration can come into play as the player may need to try and find a position from which they can shoot at whatever they need to shoot at.
  - The player can choose to shoot at enemies, which not only works as a preemptive strike but can also allow them to start a battle in a more advantageous position.

- Especially in the open world, the player can try and find good positions at which to shoot enemies, allowing them to hit enemies early and/or get themselves into the spot that'll help them most in a fight.
- Early puzzles would be simpler and focus on ideas like pushing blocks or moving tiles into the correct positions.
  - These early puzzles would have an emphasis on fitting well into the Egyptian aesthetic.

## Art Overview

### Art style

The art style should be a low poly look with exaggerated features of certain aspects of the character or map (like exaggerated mechanical parts of the player or exaggerated looks in the color of the world). The characters and map although should still have a serious look to them and not a cartoony vibe (like the first picture)





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## Player character

The Main character is the resurrected Goddess of Isis. She is a tall, threatening figure with broad shoulders and always carries herself with the look of royalty. While most of her body is covered by her dull green uniform, her exposed left

arm is metallic with various rivets and mechanical joints. Tubes carry black, oily liquid through the limb like blood (A shoulder cape might be cold to cover up the arm). A large needle can extend from her palm in order to siphon diesel and magic. A pistol(possibly a mouser or revolver, a cane gun might also be cool if a bit gimmicky) is holstered on her belt. Atop her head is a green helmet with the industrial faction's insignia on it (I suggest a gear with wings). Her face is nearly fully covered by a brown gas mask, all except one of her eyes, and every so often black exhaust fumes will billow out from the mask as if she were breathing. The most important aspect should be that nearly not a single bit of organic matter should be visible on the character. She should look almost indistinguishable from the robots she commands, albeit bigger as she is a Goddess with a red cape to signify her position over her troops.



Billy Christian, Artstation



John 黑, Art Station



Ashley Wood, VON DE PLUME

## **Basic Soldier**

The foot soldiers of the industrial faction are designed for quantity and not quality. They are spindly, almost skeletal robots with exposed tubes and joints. Their head resembles a gas mask with a soldier's helmet on their head. Their movements are stiff and creak as if their joints were never oiled. Their only weapon is a bolt action rifle that's as cheaply made as them. They are designed to do 3 things: walk, aim, and shoot.



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Tristan Siodlak, Artstation

## Map

- The map should blend in the futuristic look of an Egyptian pyramid and surrounding area, but should also have the stark contrast of metal breaking through the terrain.
  - This could be done by having pipes and wires strewn about with cracks at their location to show that they are not naturally there.
  - A color scheme of royal cyan and blue hues can be found in more refined areas
  - The pipes and machinery should have a metallic steel and bronze look to easier differentiate the two.

First section - This should be the entrance to the pyramid with a grand scale, Tall ceilings and grand pillars should be seen in most areas. Since this is the furthest most people will go, this area will look rich to show the wealth of the people. Gold outlines of the terrain and a grand marble coloring to the walls and ground.

Natural sunlight lights the way in this section as skylights are still capable of reaching here. As this is the entrance, the infectious hold of pipes and machinery can be seen here, protruding from the walls and ground cracking the pristine floors

Main rooms:

Main entrance  
Armory  
Pool room

Mid section - The mid section is where the secrets of this pyramid show themselves. Here the walls and grounds are made of sandstone, the remains of lost travelers around every corner. Here the only source of light is from the torches on the wall. The rooms here have a darkness to them as each room here was meant to hold a secret that the people were not meant to know. The pipes ravenging the pyramid is not as apparent here but the

Main rooms:

Treasure room  
Library  
Kings bedroom

Final section - This is the deepest pits of the pyramid, here the magic is seeping out of every crack in the walls and ground. This glow of magic is the only thing illumination the way forwards. The terrain is now a dark gray rock that barely looks man made, but instead a cave tunnel system that the player must navigate.

Burial room -

Grand hallway

Well of magic -

## Story

- Summary:
  - Set kills Osiris and Isis
  - Osiris's body split into four parts
  - Isis revived a thousand years later by a machine faction
  - Isis seeks revenge and tries to get Osiris's body parts to power herself

Osiris and his wife, Isis, were the rulers of Egypt for many centuries, loved by the people, the two garnered a massive following of people over the years. Unknown to the two, Osiris' brother, Set, believed that a nation should have a harsher rule and that the Gods should not be seen as equal to his people. So Set devised a plan to overthrow the ruling Gods and take leadership. He worked in the shadows, converting the people of Egypt in secret to join his new rule and lead the charge on the Gods. After nearly 50 years of tricking the people that his rule would be better, Set had amassed a following of thousands. On one faithful day, the ideology of Osiris and Isis being unfit to rule reached its boiling point and soon the thousands of people born and raised in Egypt raided the temple, led by Set. The coup won the war but even in Osiris' death Set was fearful of his brother's power. So Set devised a plan, he split his brother's body into 4 parts, his head, heart, legs, and spine so he would forever be trapped and never regain his power. During this invasion, the coup killed Isis and left her corpse buried deep underground to never be seen again.

Thousands of years later where machines and diesel now fuel the world, Isis' tomb was unearthed and discovered by what little followers she and her husband had left. Her followers were now a part of something even greater, a worldwide power that threatened every nation; a power of magic and steel. While she was dead for thousands of years using machinery and diesel, a new energy source created from magic, her followers were able to bring her back to life, even if it was only a fragment of what she once was. Being dead for thousands of years made Isis a far stretch of who she once was, her mind was fragmented and held together but means unknown to her. Once awoken Isis only had one thought on her mind, killing Set for betraying her and her husband while burning down everything he had built up in his years as ruler. Fueled by rage and revenge, Isis set out to reclaim the pieces of her husband and destroy her empire now corrupted by Set's rule. Now leading the charge into her homeland, Isis commanded an army capable of trembling nations, and all that rage was directed at one person: Set

