

Project Osiris

Design Document
By Group 1

Summary:

Project Osiris is a 3D dungeon-crawler with a strategic turn-based grid rpg combat system. Explore the depths of the temple by solving puzzles, avoiding the traps, and challenging enemies. Locating Osiris's body parts grants you new and unique power-ups that help to defeat the evil god Set.

Current Scope of the project:

- One fully fleshed out level with puzzles & traps
- One Boss
 - Set
- Most of the dungeon rooms will be built modular
 - We will be using a lot of assets to make them different

Gameplay Mechanics:

Dungeon Puzzles

- Each room contains any number of puzzles
- Solve these puzzles to gain a reward, or open a new area

Obelisks

- Key POIs found in the dungeons

- Obelisks are safe rooms where you can save or upgrade your stats

Health (Diesel)

- Diesel is your health bar AND your mana/magic bar
- Taking damage 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 an obelisk or point of interest to regain your diesel

Combat Design

- Combat only found in Combat Rooms
- Strategic turn-based grid combat system

Level Design

- Rooms designed to be modular

Art Style

Story

- Summary:
 - Set kills Osiris and Isis
 - Osiris's body split into 3 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 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

Project Osiris Combat Design

- Combat is a strategic turn-based which has grid-based movement

Enemies In Exploration

- Enemies will roam the open world in preset patrol points
 - The enemy will start at point A, walk to point B, wait there for a predetermined amount of time then walk back to point A.
- If the player is within the enemy's vision, they will try to catch the player and initiate combat
- Otherwise, the player can catch them from behind and initiate combat themselves

Combat Zones

- When entering a room or encountering an enemy, the player will be transported to a combat room
- The whole room is considered an active combat zone
 - The room is divided into tiles which define the player's movement
- Enemies & Players are spawned within the defined area of the Combat Preset
- When in combat, the POV changes to a top down view
- Once you enter the combat room, you enter combat

Combat Camera

- Nearly Top-Down view of the combat room

- The camera is in a set location and does not move (we could change this)

Combat Presets

- Multiple presets which can be the combat room
- In each preset, there are set multiple spawn locations for the enemy, player, and allies

Combat – Player & Allies

- In combat, there is a turn order
 - The player's actions are always first unless ambushed
- 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
 - Does not cost your turn
 - Attack
 - Basic attack
 - You can only move a certain amount of tiles per turn
 - Similar to the move action

- Does not cost diesel
 - Will cost your turn
- Abilities
 - All abilities require spending diesel
 - Will cost your turn
 - Abilities can consist of
 - Different magical abilities
 - Player/Ally buffs
 - Summoning allies
 - If an ally has fallen in combat, you can spend your own life force to resummon them
 - Select the desired ally
 - Spend diesel summoning them
 - You can summon them within two tiles of you
 - To end your turn, you can:
 - Use all of your turns
 - Click a button to skip your turn
 - To end combat, you have to defeat all the enemies
 - If you die in combat, you will lose everything that happens in battle and will restart from right before you entered the combat zone
 - Right now it is easier to make it load last save

Combat – Player Abilities

- Support soldier
 - Costs 3 HP
 - Spawns support soldier ally
- Tank Soldier
 - Costs 4 HP

- Spawns tank soldier ally
- Overdrive
 - Costs 4 HP
 - Increases players attack range & damage by 3
 - Temporary skill – lasts three turns
- Siphon
 - Select a nearby ally to siphon their HP
 - Select the ally by moving the tile to its position
 - This siphons all of the allies HP and kills them
 - In return, you gain back half of their total remaining HP (rounded down)
- Life drain moonlight
 - Costs 2 health
 - Damage the 6 squares in front of the player for 5hp
 - When the player activates this skill they choose which direction (up, down, left, right) to fire in. Once activated it will damage any enemy within the 6 tiles
- Crescent moon slash
 - Costs 2hp
 - Damages in a crescent shape with the five squares in front of the player.
 - When the player activates this skill they choose which direction (up, down, left, right) to fire in. Once activated it will damage any enemy within those 5 tiles

● Osiris Piece Abilities

- Abilities that the player obtains after getting an Osiris part
- They are powerful magic skills and can only be used once per combat room

● Skull

- Grants the player a permanent bonus 5 HP
- New Ability: Death's rejection:

- Pick any player/ally in the combat room to make them unkillable for the round

- Spine

- Grants the player a permanent bonus 3 Speed
- New Ability: Unending cycle
 - The player can use this ability to get another turn AND refresh all cooldowns

Combat – Ally types

- Support soldier:
 - Passive ability:
 - While the player is within a space adjacent to the unit, increase players damage by 1
 - Heal Ability:
 - Heal a selected player/ally for 2 HP
- Tank soldier:
 - Passive ability:
 - While the player is within a space adjacent to the unity, increase player's attack range by 2
 - Shield Ability:
 - Block 25% incoming damage for three turns

Combat – Enemy types

- Melee enemy:
 - Attack:
 - This enemy will prioritize getting the player in the attack range
- Ranged enemy:
 - Attack:

- This enemy will always try to stay at least 4 tiles away from the player to use its range to its advantage
- Support enemy:
 - Attack:
 - Will only attack the player if there are no enemies nearby
 - Ability:
 - Heal a nearby enemy for 1-3 HP

Post combat:

- Player and ally upgrades work off an upgrade system
 - Every enemy killed by you or an ally gives you one Soul Fragment
 - They are used to upgrade stats within the Obelisk safe rooms
 - Soul Fragments are used to upgrade stats within the Obelisk safe room
 - You can upgrade stats on either yourself or your allies
 - Each level rewards you plus one of that specific stat
 - Each level costs one more than it did the last time, starting at one
 - I.E Speed has been upgraded once, it costs two for the next level

What Stats do

- Speed
 - The number of tiles a player can move per turn
- Range
 - The number of tiles a player can attack up to
- Damage
 - Amount of damage dealt

- Health
 - Amount of total health
- Luck
 - Used to boost many chances in combat:
 - Increased chance of success hit
 - Increases the chance of a critical hit
 - Increases the chance of multiple soul fragments
- Summon Range
 - The number of tiles a player can summon an ally up to
 - Does not increase
- Siphon Range
 - The number of tiles a player can siphon an ally up to

All Combat Stats

Stats	Player	Support ally	Tank Ally	Melee enemy	Ranged enemy	Support Enemy
Speed	5	5	3	5	2	3
Range	5	2	4	1	6	2
Damage	2	1	3	3	2	1
Health	15	6	8	6	3	3
Luck	1	1	1	1	1	1
Summon Range	2	N/A	N/A	N/A	N/A	N/A
Siphon Range	4	N/A	N/A	N/A	N/A	N/A

Project Osiris Level Design

Modular building:

- The ground is built up from tiles, these tiles are modular and can be placed down to create the map.
 - The tiles will be 3.5ft in diameter (can be scaled if needed)

- Level specific hallways can be placed into the level in a modular design
- Props made can be dragged and drop into these areas to create rooms

Top area:

- **Throne Room**



You leave the previous room to be met with the big open space of pillars and stairs going up



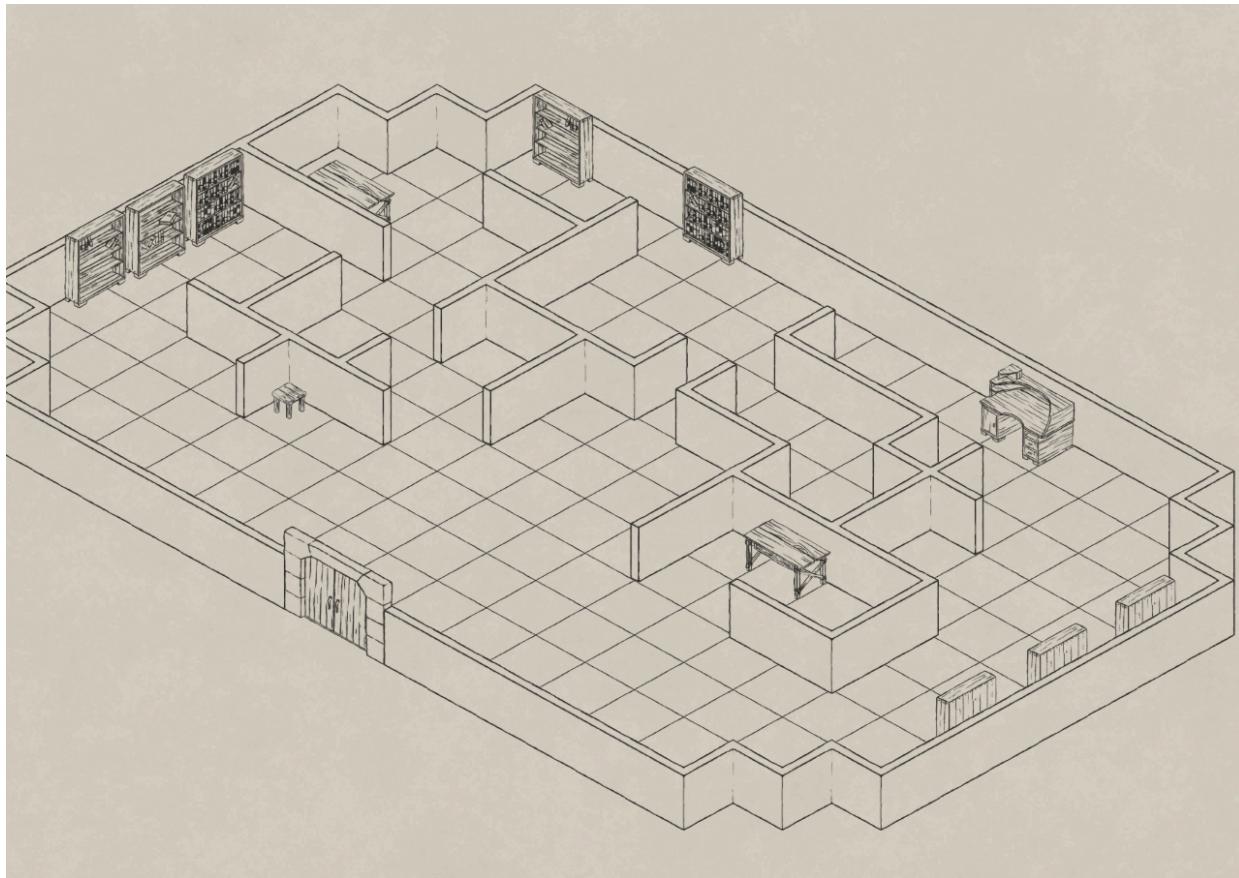
- Here, the pressure plate is located at the center below the staircase
- The pressure plate will now open the bars to the next area



- Here, you are at the top of the staircase
- There will be a chair where the blue object is
 - The player must interact with the chair to open the gate to the left that will lead to the combat room
- The obelisk puzzle

- On the base of each pillar is a symbol that can only be seen if the pressure plate at the bottom of the stair is being stepped on (seen in the second image as the blue square)
 - The player must spawn in an ally onto the pressure plate to keep the images active and solve the puzzle
- The images on the left column will be unchangeable but must be used to solve the puzzle. On the other side of the room with the opposite columns will be a ring around the column with three images on the ring
 - The player can rotate this ring to change the image facing the center
 - The player must get the images on the right side column to match that of the other side
 - Doing so will unlock the obelisk

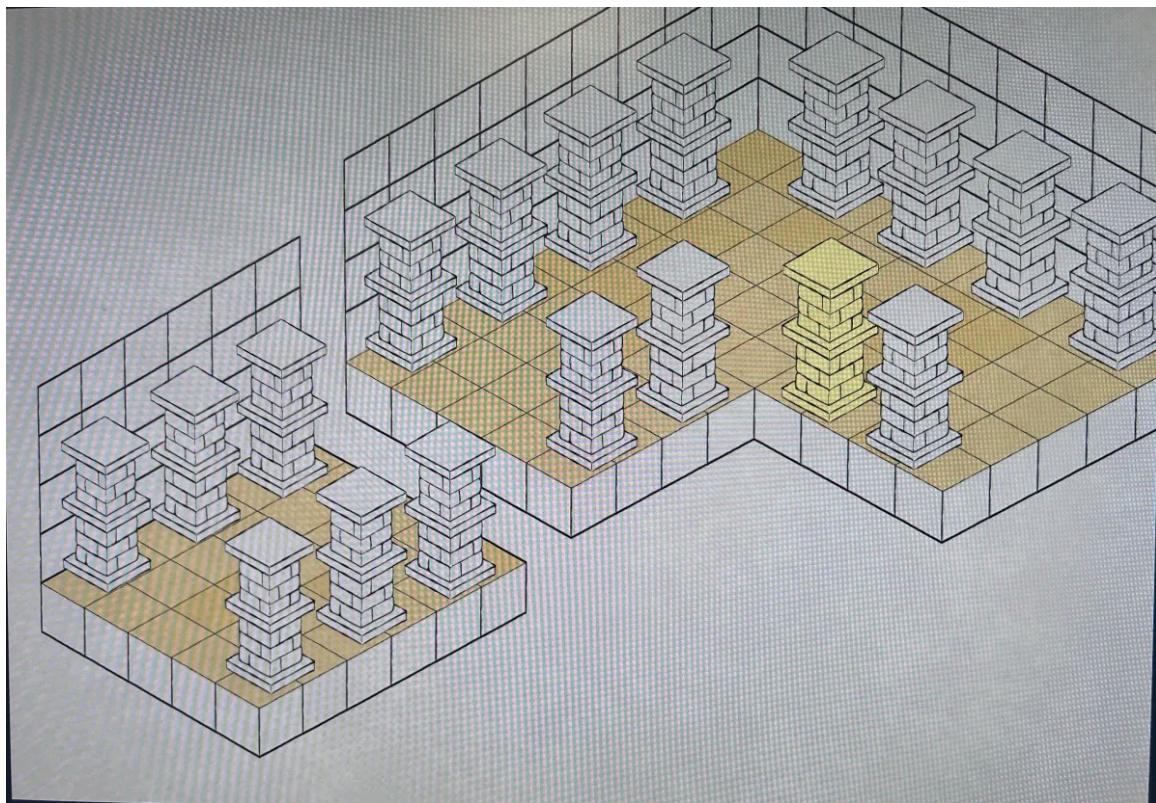
Library Room (The combat room)



- A labyrinth of bookshelves and tables. Here the combat is more hectic as each movement counts
- The first floor will have a similar layout to photo #2
- Second floor reference photo #1
- Spike traps:
 - In the labyrinth that is the library, some tiles will be marked with faint dark holes in the ground and if a unit steps on this tile they will be damaged by spikes coming up from the ground
 - These spikes do 2hp to anyone on the tile and will be reactivated every time a unit steps on it. These can not be deactivated, only avoided
- Gameplay:
 - There are two floors / parts to this combat room
 - Floor one has a few enemies

- Floor one has a undefined puzzle which you need a key to access
- The staircase from first to second floor is blocked
- After you defeat the enemies on the first floor, there is a door to the east
- Here will lead to a staircase going up to the second floor
- The second part to the combat room is the second floor of the library
- Kill enemies and find the key
- Go back to the first level via newly unlocked staircase & solve puzzle with item from second floor

Hallways

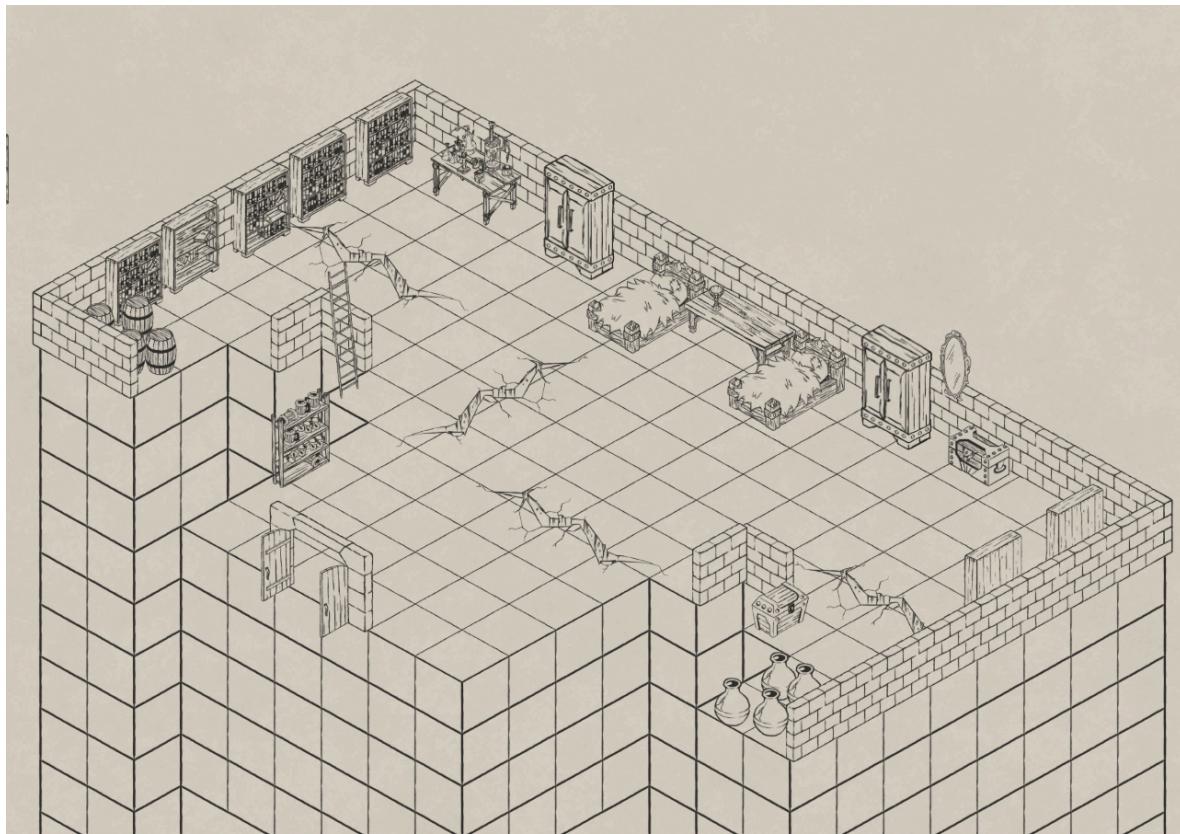


- The short hallways (left) will be 5 tiles wide and 6 tiles across. The height will be 4 tiles
 - The scale of the columns are 1 tile in diameter and 4 tiles tall

- The L shape tile 5 tiles wide in each entrance with 9 tiles across for the outer edge

Middle area:

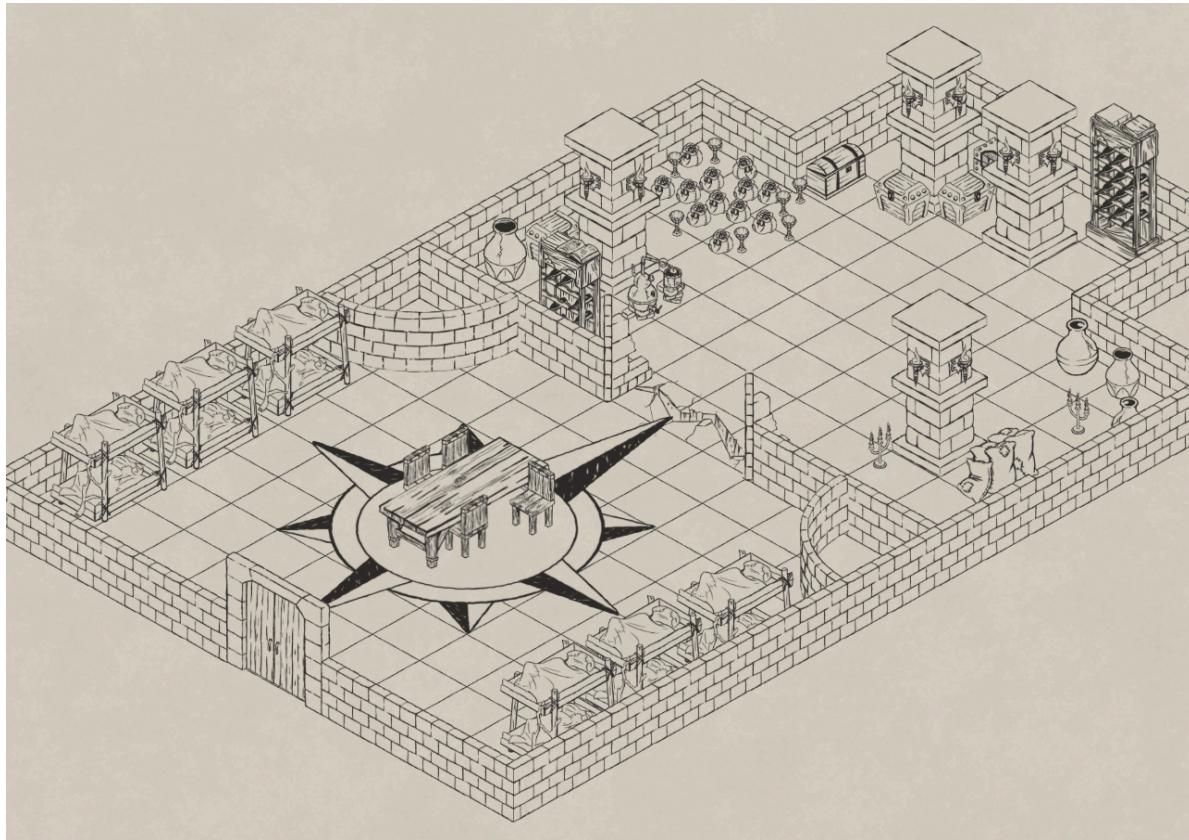
Kings room



- A massive room design to show off the wealth of the old king who once was living there.
- Giant beds and wardrobes made with gold linings decorate the interior
- Changing glyph puzzle:
 - On the leftmost wall will be three tiles that can be activated to change the facing image

- These images will need to be set to a specific order (that being a human, ankh and then that of the eye of Ra (the other two images that are unimportant will be that of a beetle and then the head of set))
 - To find the order of this the player must read a scroll on the bookshelf that will reveal a story to reveal the order
 - The summary of the story should be about a human who lived their life blinded by their fate and only in death did they see eye to eye with destiny

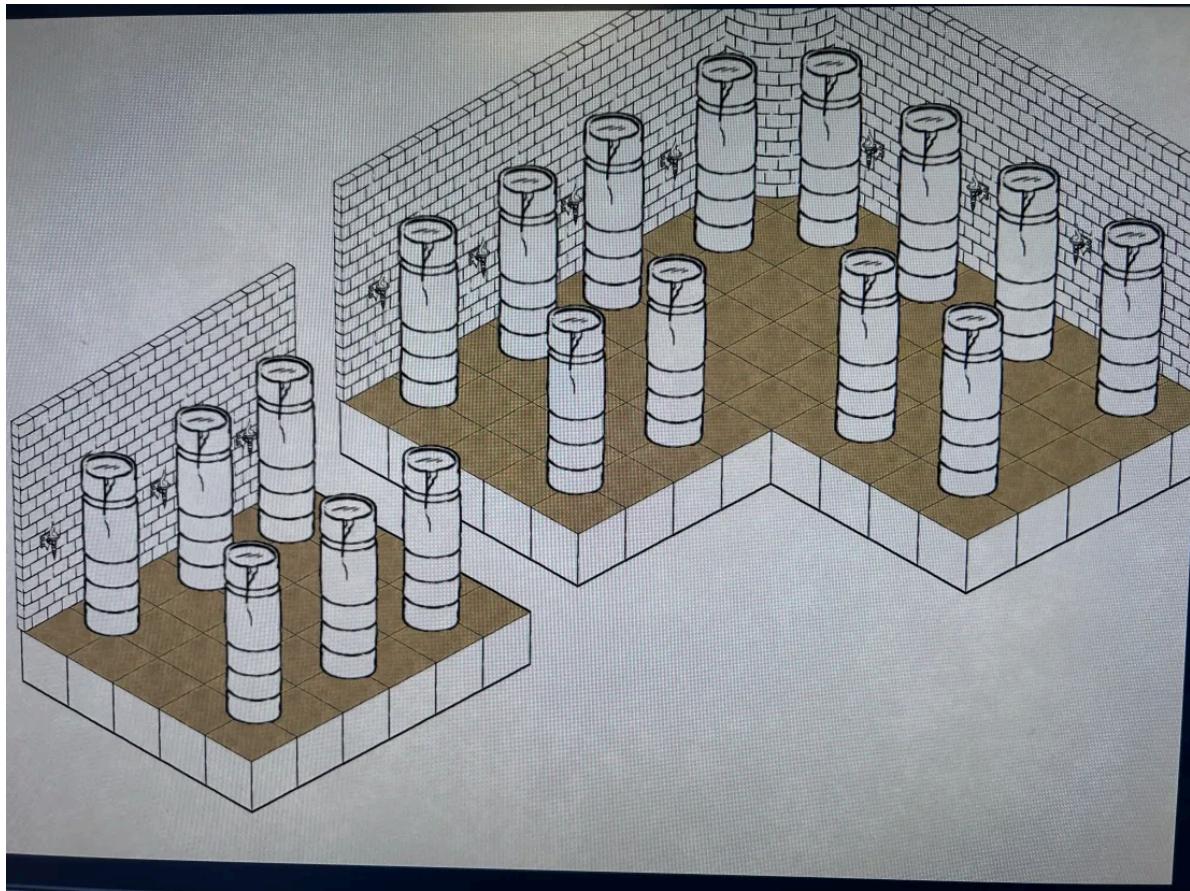
Treasure room (combat room)



- Bell trap:
 - An alarm button located in the first room of the treasure area

- can be attacked, or activated. If that happens, 3 more enemies will appear in the room
 - Can only be used once
- If done outside of the combat then a new combat encounter will begin with those three enemies
- Times target puzzle:
 - In the center of the compass (in place for the table) will be a pressure plate that will begin at timed trial (This can not be activated during combat, only once it's done)
 - A unit must stand on the pressure plate the whole duration for or the trial will be deactivated
 - To solve this puzzle the player must summon an ally to stand on the pressure plate
 - If the timed trial is not completed in time the pressure plate that is used to begin the trial will shoot up flames killing anyone standing on it
 - Two targets will be in the compass room and two targets will be in the goldroom.
 - Both targets in the gold room must not be able to be seen from the pressure plate.

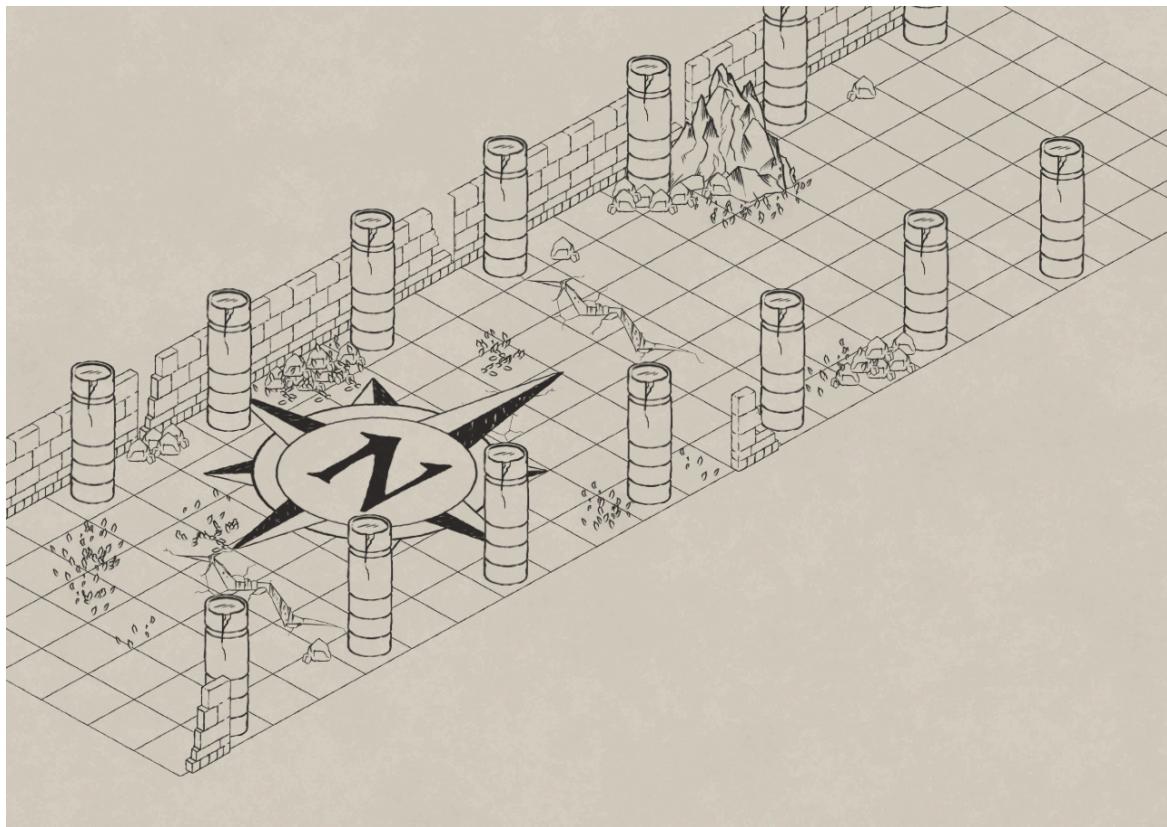
Hallways



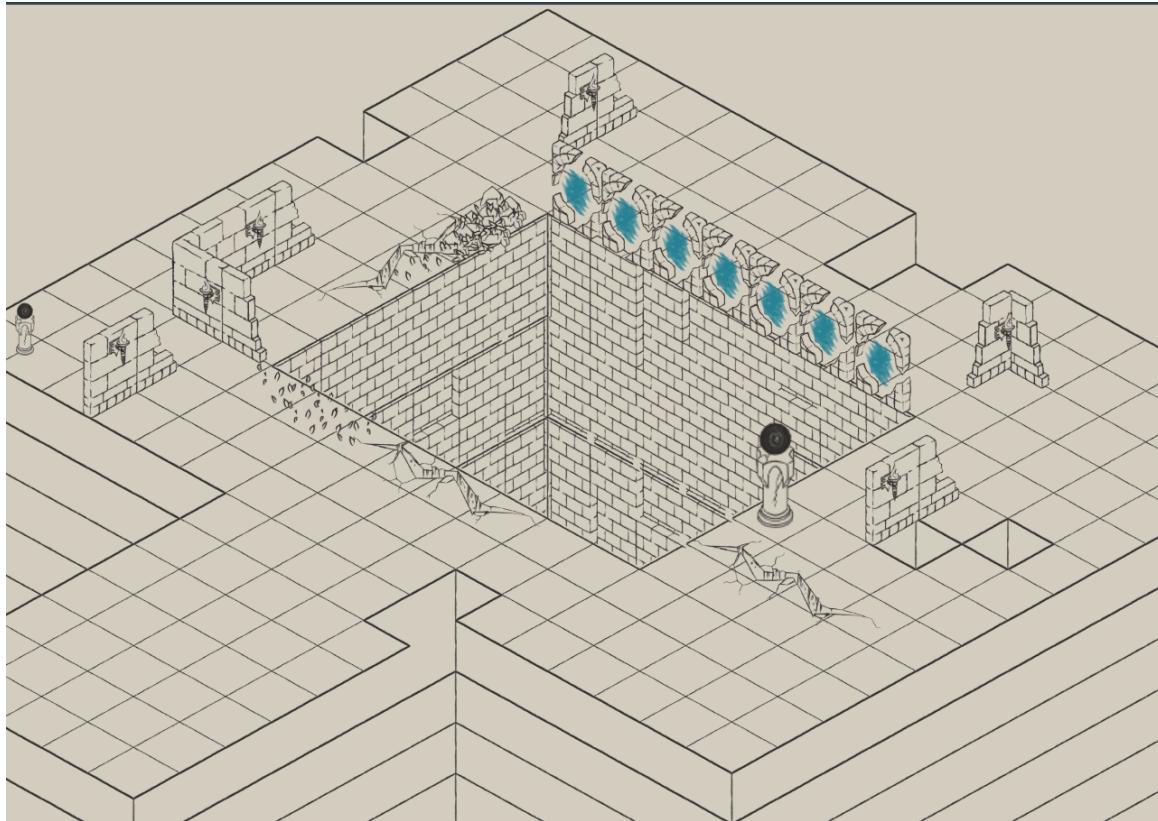
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- The L shape tile 5 tiles wide in each entrance with 9 tiles across for the outer edge

Final area:

Grand Hallway



Century pit



- At the center of this place is a massive pit flowing to the brim with energy
 - Destroyed walls are located around the map, almost as if this place used to be the site of a temple or something of the kin
- Boss fight:
 - This is the room of Set and in order to do damage to him the player must have a unit standing on both magic pillars on both sides of the room
 - Standing nearby this drains the unit's hp and only when both orbs are draining a unit's health can Set be attacked.
- Set attacks:
 - Set stays in the center of the room, unable to move. He can do any of these attacks in his turn but he can not use magic geyser or magic burst two times in a row. (Names are all a WIP as I read more into Set)
 - Magic geyser:
 - This blasts an area with 5hp damage. This move takes a turn to full activate, while it is activating the area it will be damaging will be shown so the player has time to move

- Strike:
 - Sett strikes a unit for 2hp damage
- Magic burst:
 - Sett charges for 3 turns to unleash a giant magic burst, this hits everything on the stage and the only way to avoid it is to hide behind the walls in the map

Combat encounters:

- 1 - destroy the generator in the middle of the room
- 2 - Find the key to the front door
- 3 - escape the hallway as its getting destroyed
- 4 - Hold out for 5 rounds until you're extraction comes in

Project Osiris Art Examples

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)





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.







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.





