

The Course of Continuum

We have build 5 different scenarios:

- The outside
- Corridors
- Puzzle Room
- Mommy Room
- Moving Platforms Room

All these scenes are connected with each other. Let's describe each one of them.

1. The outside

In this part, the first one, we see two players that will enter a pyramid in the middle of the desert with the objective of exploring the pyramid.

Links used for his scene:

<https://assetstore.unity.com/packages/3d/characters/humanoids/humans/free-modular-character-fantasy-rpg-human-male-228952>

<https://www.cgtrader.com/free-3d-models/architectural/decoration/egypt-map-game-hypercasual-assets>

2. Corridors

After entering the pyramid, the two players will find themself in the corridor. It's just a scene to make the game more realistic, drawing players deeper into the adventure. This scene will appear once they enter the pyramid and after leaving the Mommy's Room.

Links used for these scene:

<https://www.cgtrader.com/free-3d-models/architectural/other/low-poly-dungeon-f4702fcb-4fe1-465e-a86b-fdf9bf5bb3e3>

3. Puzzle Room & Moving Platforms Rooms

These 2 scenes are so important for our project, since are the scenes where the interactive part of the project takes place.

In the puzzle room scene, there's an interactive puzzle waiting for players. They'll find themselves in a pyramid room, with 5 ankh symbols scattered. There's also an altar. To continue their adventure, players need to find 5 ankh symbols moving in the room and place them on the altar.

In the moving platforms scene, we will use the same room as the puzzle room, but now the floor is shaking. If players stay on a platform that's moving, it will eventually fall!

We are going to divide the room into 4x4 platforms. It is going to be the perfect size for the players to move according to our laboratory tools.

Links used for these scenes:

Room:

<https://www.cgtrader.com/free-3d-models/architectural/other/low-poly-dungeon-f4702fcb-4fe1-465e-a86b-fdf9bf5bb3e3>

Altar: <https://assetstore.unity.com/packages/3d/props/skull-platform-105664>

Puzzle object:

<https://sketchfab.com/3d-models/ankh-asset-fbeb7776320b47ff81060097d17d2669>

4. Mommy Room

In this scene, the two players will find a sarcophagus in the middle of the room. Because they have entered the room, the mommy wakes up. Now they have to leave the pyramid before the mommy catches them.

Links used for these scene:

<https://sketchfab.com/3d-models/egyptian-tomb-c05ea22cba5847febb7309f7289c1ec6>