

## **Pyramid Plunder**

**By The Pyramid Plunders**

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Justin H: Lead Developer: The majority of the game programming and documentation.

Mohit B: Assistant Developer: Graphics and presentation assistance

Amir A: Document Manager: Presentation, game documentation, and programming assistance

Jeevan M: Graphics Designer: Graphics/Animation/Presentation/Musical Masterpiece

### **Description:**

Plunder the Pyramid. Vanquish foes. Unravel Mysteries. Pyramid Plunder is a retro inspired 8-bit side-scrolling RPG from the creators of The Last Promise in which gameplay spans across a myriad of genres, encompassing puzzle, action, and adventure. In the game, players will assume the role of a tomb raider who ransacks the pyramids of Giza in quest of discovering opulent treasures and slaying legendary monsters. Each tomb is randomly generated, ensuring a challenge for the most masterful players, and giving the game endless replay value. Puzzles will consist of spatial reasoning, exact timing, and demanding riddles to challenge the player in a variety of methods. This forces the player juxtapose spontaneous decision making and critical thinking to be successful in his or her pursuit for glory. Players will progress their characters by collecting gems from defeating enemies and completing quests to accrue experience and purchase powerful items to empower themselves, preparing themselves for the challenges they will face in the more difficult pyramids. The challenge is to survive.

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**IDEAS:** Side scrolling, real time battles, experience based leveling (possibly items too), dark/creepy music, ,main character tomb raider, end goal treasure, multiple pyramids, three pyramids easy medium hard,