

Starting tomb to Pyramid exit:

**Mechanics to teach the player (movement, interacting, dialogue, accessing the inventory, equipping items, attacking with weapons, targeted swing, dodging, engaging or avoiding enemies)**

**Things to introduce to the player (enemy creatures, bosses, progression tools (spell scrolls), friendly NPC, environment, traps, simple puzzles)**

The game starts with a short story in a form of a cutscene that establishes basic information of the game's culture and world as well as its characters, which are all heavily based in those of ancient Egypt, specifically about death and the preparations for it and what happens afterwards, such as the journey through the underworld to the land of the dead.

Then the game moves into a character creation window, where the player can choose the player character's gender and configure the finer details of the model, such as build, race, face type, hair.

Cut to a low-detailed sarcophagus, lid slides off and falls on the ground and inside is the player character who climbs out and the game starts immediately. The camera pans behind the character from in front of them, as the sarcophagus was in the back of room.

There is no UI visible and before the player is an empty tomb with some hieroglyphs and pictures inscribed into the walls. The tomb is scarcely lit, the only light sources being two tiny vents that lead to the outside, as sunlight comes through them. The door of the tomb is a heavy slab of stone, bearing markings that form a warning that echoes around the tomb as the player interacts with the door and pushes it down and it crashes to the ground creating a cloud of dust.

The tomb narrows into a corridor that turns both left and right and on the walls there are burning torches lighting the way. To the left the corridor continues until it turns left again and leads the player to a higher level of the pyramid. The corridor then opens up into a gallery of sorts, with painted sarcophagi, statues, jewelry, food, drink, furniture, fabrics, furs and pictures as well as hieroglyphs covering the walls. The area is lit with a few small vents much like in the tomb along with some torches on the walls. In the middle of the room there's a vent leading directly up where sunlight comes down in a beam, going through a small hole on the ground. As the player steps in it, a shriek can be heard, seemingly coming from below.

There are a few NPCs in the room, tending to the treasure. They appear to be human but a few things are slightly off, such as their stance is a bit hunched, clothes are ragged and they make soft humming sounds but startle and cower if the shriek is heard. The player can choose to attack the NPCs but they will attempt to run or cower in fear, making pleading noises but unable to speak any words.

Going through the gallery, the player can go to another corridor which has less light than before and after an ascending ramp this corridor branches out into multiple, similar looking paths that create a small-scale maze and as the player traverses it distant roars and varied sounds can be heard, with the pyramid rumbling slightly with random intervals. The maze is quite basic in complexity, but some paths are armed with traps that when stepped on, let out a grinding noise as the floor slab gives in under the weight and depresses slightly, and a strange whisper is released, echoing through the maze along with a cloud of dust that seems to glow slightly. Some paths lead to dead ends, where the player can find braziers along with some food and drink lying around and sometimes there is a strange creature that is docile but makes low mumbling-like sounds. If the player attacks them, they will engage in combat and deal heavy damage.

Beyond the maze there are more corridors, some leading to piles of different items, such as art, food and riches and one route going slightly down to a small opening that seems to lead outside, as there are sounds of wind and

water that comes from behind a big slab of stone, covered with hieroglyphs and sunlight coming through some slightly bigger vents that look more like windows as the wall is quite thin. If the player tries to interact with the stone, a voice comes from above the player and if they target the area of origin with the camera, they can see a head of an ibis peeking through the vent and it asks the player who they are and what they are doing walking around and that they cannot get out of the pyramid as the slab of stone is enchanted with a powerful spell, preventing it from being moved. The talking bird mocks the player, saying that they will never get out of the pyramid alive and even if they did, they would never survive outside of it. It also asks if the player has their spell ready and if not, then the door won't move, then bids them farewell and flies off, letting the sunlight in through the slot and it beams towards a torch that the player can see as they turn around.

If the player runs against the walls that have torches on them, they will fall to the ground and the player can interact with the torch either on the wall or on the ground to pick it up and wield it as a weapon. On the way back there is another pressure plate that goes down as the player walks on top of it and a big stone falls to the ground, opening a new corridor that seems to go back where they came from. As the corridor descends, it starts to turn and after a while it opens into another gallery-looking area, but this time it is filled with weapons. The player can interact with the weapons to pick them up and they go into the inventory, make a sound as it scrapes along the ground as they pick it up. From the inventory system the player can equip the weapon, being restricted to one weapon equipped at a time.

Continuing out of the room there is another ramp downwards that leads to the starting tomb but the doorway is closed with another slab of stone that is standing on top of the one on the ground. On the new stone, it has a hieroglyph or picture depicting a tomb and a warning to those who open it would die a horrible death.

In the other direction the corridor goes downwards, into the ground as the sounds from outside get more muffled and everything echoes more, such as weird screeches and roars that the player can hear coming from below. The corridor leads to a crypt-looking hall that has a few different deformed humanoids that have features from a certain animal. The creatures make noises and walk around the crypt, seemingly with a purpose. The player can engage them in combat or ignore them as they are docile until attacked. At the end of the hall there is a door that says it's a tomb of a pharaoh and from the inside the player can hear rumbling and screeches. Next to the doorway there are two unlit braziers and on the wall there are two unlit torches. (one of each can be lit in case the player doesn't figure it out otherwise) The player needs to find a torch, equip it and swing at the unlit objects to light them on fire and when all are on fire the door opens and reveals the first boss fight.

The boss is a humanoid with a falcon's appearance and screeches as the player enters the room and the doorway closes and as it closes and the boss charges the player, forcing them to react. If the player does not dodge the attack, they will take some health damage, and if they have the torch in hand instead of the weapon, the boss will stop right before making contact and cover its face with an arm. The enemy will make swift movements and dashes towards the player, sometimes making contact for damage and sometimes backing off at the last minute, letting the player figure out their dodge button. The boss takes extra damage from fire so the torch is the most effective, but can be beaten with a normal weapon as well.

If the player dies they thump on the ground on their knees and then fall over, letting out a growl. The body starts to disintegrate by particles flying off and the particles form a loose-looking cloud-like mass that then burns away with blue fire. When the boss dies, a cloud of smoke-like substance is released from the corpse and evaporates with a muffled shriek. The player gains experience points that show up on the UI. The player can now look around in the room to find a spell scroll that is required to open the outside door of the pyramid.

At the door the ibis is back and talks to the player as they arrive to the door, asking who they are and why they killed the creature, and if they know what they've done. The bird then wishes the player luck as they certainly should know what they are doing and recites a spell, after which the player shows signs on pain and is covered in smoke and after a few flashes of light the smoke dissipates and the player is revealed with armor and the bird

says that it should help with the journey as it will be very tough without the right supplies which the player clearly lacks and then flies off.

The player can then walk out of the pyramid and descend the stairs to the desert.