



# INTO THE PYRAMID

DESIGN DOCUMENT

## 1 BACKGROUND STORY

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Your name is Phibonacci. At least, this is the name you decided to adopt the day you became crazy. You think you are a magician. Not a common conjurer, using silly tricks, but a real one, manipulating the elements. Everyone is laughing at you, since you never managed to do anything a little bit magical.

Determined to prove they are wrong, you decide to follow a non-existing path in some random desert. Alone. Of course, you get lost. And somehow you fall in an ancient pyramid. You now have to get out of here. Alive.

## 2 GAMEPLAY OVERVIEW

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You are a magician in a pyramid and you have to escape the pyramid. In order to do that, you will have to solve five independent levels by reaching the exit. Since the pyramid is filled by traps and dead-ends, you have four spells you gradually unlock at your disposal to achieve your goal. Move the blocks around you to make stairs, destroy an inconvenient door by blowing it up or fly over some deadly poison pit.

## 3 INFLUENCE

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**Portal (Valve).**

You are a character trapped in a dangerous place, alone, and you need to escape. In order to do that, you solve levels, independent of each other, using special abilities.

The place and the abilities are different, but the main plot is the same, which is why *Into the Pyramid* takes multiple core mechanics from the *Portal* universe, a game that has already proven itself.

## 4 CORE MECHANICS

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- ❖ **Puzzle game:** the main goal of the game is to solve puzzles using reasoning. There is very little skill required and the game does not have much replay value.
- ❖ **First person:** you are supposed to play a character lost in a pyramid and a first-person view will improve the immersion and encourage the exploration.
- ❖ **Spells:** the spells are powerful but dangerous. While they allow you to bypass obstacles a regular human could not, you can end up getting killed if you do not use them properly.
- ❖ **Levels:** the character will unlock one new spell per level and has to solve the first level without any spell, which is why the game will have at least five levels.
- ❖ **Deadly traps:** you have multiple ways to die in the game. For instance, you can fall from a high distance, explode by using your destruction spell nearby or get crush by some heavy object you are moving. If you die, you have to restart the current level from the beginning.

## 5 INSTRUCTIONS

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**Devices:** Mouse and Keyboard only.


The player is able to move using the movement keys (WASD or arrows), jump using SPACE and fly by holding the SPACE button. He can use the telekinesis using the left mouse button and the destruction using the right mouse button.

The interactions with the different objects of the game shall be as natural as possible. For instance, the telekinesis spell will simply affect the object in front of the player, at the center of the crosshair.

## 6 SPELLS


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### 6.1 NIGHT VISION

*“– Why do my eyes hurt?  
– You’ve never used them before”* 


Since you are lost in some abandoned pyramid, there is no light at all, not even a single torch. At the beginning of the game, you carry a little spotlight, allowing you to see in front of you. As soon as you unlock the night vision, you will be able to throw the spotlight away, your eyes now able to see in the dark! Do not ask how it works, the retina is probably calculating the true colors from infrared waves or something.

### 6.2 TELEKINESIS

*“Use the Force, Luke.”* 


You cannot carry anything in this pyramid: the blocks probably weigh several tons. But who cares about an object mass? Certainly not a magician! Using this spell, you are able to move objects simply by looking at them and thinking a little. Actually, more than just a little, unless you want to get crushed by the block you are carrying for fun over your head.

### 6.3 DESTRUCTION

*“I am a servant of the Secret Fire,  
wielder of the flame of Anor.”* 

A magician is not complete until he is able to throw a deadly fireball. Once the destruction spell unlocked, you are able to throw explosive fireballs all over the place. They are able to destroy some troublesome blocks. But do not use this spell if you are too close, you could end up taking the job of a troublesome block.

### 6.4 FLYING

*“– I didn’t know you could fly a plane.  
– Fly, yes. Land, no.”* 

Ah, flying! The dream of all magicians. Too bad, you will not be able to fly. However, you will be able to plane forever while jumping or falling. This is particularly useful to reach places a little further away or survive a fatal fall.

## 7 INTERACTIVE OBJECTS

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### 7.1 SOLID BLOCKS

You can move these blocks using your Telekinesis spell, which is useful when one of them is blocking your path. They may also come in handy to build some stairs. Be careful not to drop one of these on your head, you could die.

### 7.2 WOODEN BLOCKS

You cannot move these blocks using the Telekinesis, they are fixed to each other and to the walls. However, you can throw a fireball of destruction at one of these blocks to reduce it to dust, definitely, in all simplicity.

### 7.3 CUBE OF POWER

The cubes of power cannot be missed: they are glowing, flying and rotating. Touching one of these cubes will allow you to absorb the power it contains and grant you a new spell.

There is only one cube of power per level and this is one of your primary objectives (the second being the exit). You will not be able to finish the current level if you do not retrieve the cube of power, unless you are some kind of hardcore speed-runner and cheater.

### 7.4 POISON PIT

This is a trap you must avoid. If you hit it, you die. Yes, even if you dip in the poison only for a second. Yes, even if you are a magician. These liquids are very dangerous, you know.

### 7.5 THE EXIT

If you reach the exit, congratulations, you can now proceed to the next level!

## 8 ASSETS

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### 8.1 SCRIPTS

- **FIRST PERSON CONTROLLER:** Allows the character to move and jump using the specified inputs.
- **CROSSHAIR BEHAVIOR:** Displays a crosshair at the center of the screen.
- **SPOTLIGHT BEHAVIOR:** Displays a light cone in front of the player. Can be enabled or disabled using a key.
- **VISION SPELL:** Passive spell. Increases the ambient lighting.
- **MOVING SPELL:** Allows the player to grab and move the objects containing the movable component, with the left mouse click.
- **DESTRUCTION SPELL:** Allows the player to throw missiles using the right mouse click. The missile can destroy the destructible objects.
- **FLYING SPELL:** When falling, you can use this spell to plane. You cannot move while planning, but you are no longer affected by the gravity and you keep your current velocity.
- **MOVABLE OBJECT:** This object can be grabbed by the moving spell.
- **DESTRUCTIBLE OBJECT:** Spawns an explosion and destroy itself upon collision with a missile.
- **MISSILE BEHAVIOR:** Creates an explosion and remove itself upon impact.  
*Explosion Behavior:*
- **SPELL UNLOCKER BEHAVIOR:** Activates one of the specified spell component of the player.
- **EXIT BEHAVIOR:** Sends the player to the next scene.

### 8.2 TEXTURES AND MODELS

- Cubes. A lot of cubes.
- Floor.
- Ceiling.
- Wall.
- Solid block.
- Wooden block.
- Poison pit.
- Cube of power.

### 8.3 AUDIO FILES

- Main menu music.
- Menu item hovered.
- Menu item selected.
- Background music.
- Walking steps.
- Jumping.
- Telekinesis activation.
- Missile spawning.
- Flying activated.
- Wooden block destruction.

### 8.4 EFFECTS

- Glowing cube.
- Missile particles.
- Explosion particles.
- Flying glowing effect.

## 9 CREDITS

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<http://opengameart.org/> (sound effects)

[Derek & Brandon Fiechter](#) (music)

<http://www.textures.com/> (textures)

[MK Glow System](#) (glowing effects)