

Eye of the Nile

Concept Outline

Updated 12/20/2024

New/changed bullet points have a green circle: ●

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Story and Theme

Eye of the Nile is inspired by the Egyptian Myth of Osiris, although is only very loosely based on it.

- The antagonist, Seth (God of violence, chaos, strength, and the desert), has been brainwashing all the other Gods to do his bidding by beating them in battle and then cursing them.
- After Seth curses Iris and kills Osiris, their son Horus must fight each God that Seth has brainwashed to lift the curse and save Egypt.
- Horus is the God of the sky, war, hunting, healing, and controls the sun and moon* (*contradictory with other myth)
- Prologue/starting cutscene
 - Seth was always bothered by his older brother Osiris being more respected and powerful than him, so one day, out of rage, he cut him into pieces "as small as the artists are willing to draw." However, Osiris's wife is the god of healing and magic, so she just resurrects him. This pushes Seth over the edge with rage, and decides he's going to become the most powerful god of them all by mind controlling all the others.

- Seth's motivation to try and take over all of Egypt is to finally be better than his brother, and because he feels he "deserves it." If you go to Seth's character description, you'll see he's an immature man baby.
 - With Osiris dead again and many other gods mind controlled, Ra and Thoth send Osiris's son and our main character, Horus, to fix this mess his family caused. However, Ra and Thoth will help by changing the time of day when Horus asks for it.
 - Here, the tutorial starts. Osiris pops out of a coffin and gives basic directions.
 - Every boss has a very short cutscene that plays before and after their boss fight.
 - Final cutscene: After defeating Seth, Seth gets sent to the underworld with Anubis like Horus has every time the player has died in game. However, instead of Anubis giving him a portal back like he always did for Horus, he's stuck there to do "community service," in the form of watching after Anubis's pet Ammit. Ammit basically uses Seth as a chew toy, and the cutscene ends.
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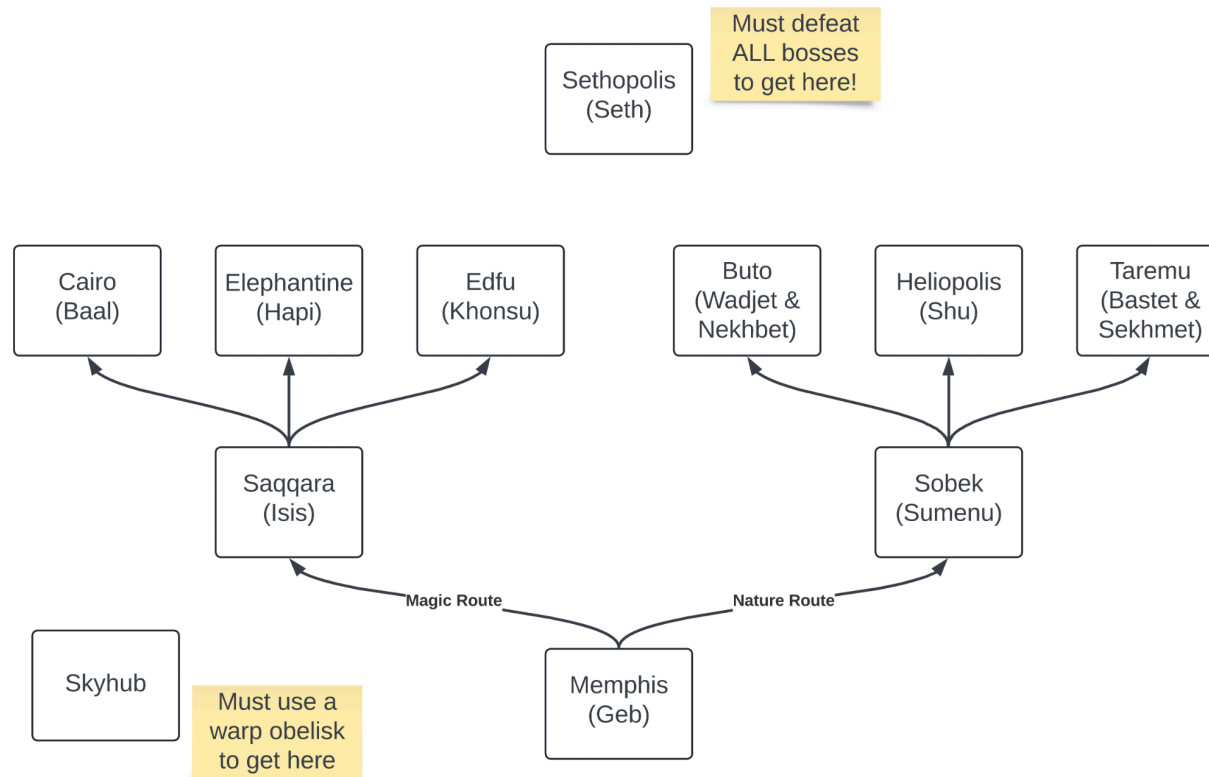
Progression

The goal of the game is to defeat Seth. However, the player must defeat all the other bosses first, which are each of the Gods Seth has cursed.

The Map

- Horus travels along the Nile River Delta, starting south of Memphis, and then branching out into different paths as the delta expands.
- From Memphis there's two paths, which lead to two different Gods to fight, and after those Gods there's (up to) three additional paths.
- You can teleport to a place called the skyhub at any time.
 - In the skyhub, you have access to fast travel to places you've already visited.
 - You can also talk to the Gods you've lifted the curse of at any time there. This is how you get their abilities.
 - The skyhub has a house/building for every god that's themed after their city. It can be their throne room, workshop, or just a general hangout spot.

- The player must go to each God's city, fight through various dungeons with themed enemies, before finally reaching that God for a boss battle.
- You can defeat the bosses in mostly any order, but the easier bosses appear earlier in the Nile Delta.
- The goal with this system is to create a sort of "choose your own adventure" aspect to the game where you can choose to some extent which order you would like to fight all the bosses.



Cities

- Cities are "themed areas" for each god.

- They come in the form of one big level broken up into different rooms and halls. The majority of the game takes place in these large levels.
- Each city has its own enemies and hazards based on their god, as well as themed versions of common enemies
 - Every city has a god as their final boss battle.
 - Each city will also have a lesser god (mini-bosses). Lesser gods are optional fights that give you big one-time rewards for defeating, like God Souls or a shortcut on the map.
 - Additionally, you may encounter an "[enemy] of Seth"/Deity, which are other optional fights that are stronger versions of normal enemies. When killed, they give you a lot of a more common resource, rather than a special/unique reward.
- After you defeat a God, the curse is lifted and they become friendly.
 - The themed enemies in their area become pacified, although some standard enemies remain.
 - A few pacified enemies become NPCs you may give you items
 - That God shows up in the sky hub area (see *Maps and Levels*) and you now have access to their abilities (see *Abilities*)

Changing the Time of Day

- Horus can change the time of day (TOD) by visiting a sun/moon shrine, changing the environment and enemies.
- Different areas of the map are only accessible at day/night
- Some enemies and hazards are nocturnal or diurnal, meaning they're only out during the night or day.
 - Examples: mummies would be nocturnal, Seth followers would be at either time but would change appearance, etc.
- Seth can force the time of day via a solar eclipse or a lunar eclipse (aka blood moon).
 - Eclipses may bring special enemies, hazards, or behaviors on top of the day or night ones.
 - Killing or destroying something important can stop an eclipse/blood moon?
- Time of day changes Horus's appearance.
- Below is the art for the Ra (left-most) and Thoth statues, and the concept art for Ra (top-right) and Thoth.





Abilities

You can mix and match abilities from the Gods to get an edge. Upgrade your abilities with souls and god souls.

- Visit the sky hub and shop around for various abilities from different Gods you've lifted the curse from.
- Each ability is themed after the God you get them from.

Ability Categories

- Key takeaway: You can also only have one ability from each category and only one from each God.

- Each ability is categorized as either offensive, defense, utility, or passive.
- The passive ability does not need to be activated and is always active.
- There's only 4 ability slots: one for each ability category. Each God has a set of abilities that covers all 4 categories.
- The offensive ability takes the form of that God's weapon. Maybe the weapons are based on Egyptian tools?

Upgrading Abilities

- Get souls from killing enemies, and God souls from defeating mini-bosses. Mini-bosses only drop God souls the first time you kill them, so you can't farm the easiest ones over and over.
- Abilities require a certain amount of souls to upgrade
- Price starts off cheap, each upgrade makes any subsequent upgrade more expensive for all Gods
- Each God has 3 upgrades. The first is a minor improvement, the second is a nice buff, and the final one makes the ability significantly better.
- The final upgrade can only be purchased with God souls from mini-bosses.

Misc Info

- Every time you defeat a God, your base stats (health, damage from basic attacks, etc) increase. (Didn't know the best place to put this)
 - Some abilities do better in areas/against different Gods based on opposing themes (fire vs water)
 - (example: water abilities may be designed to be better in the fire region)
 - This would not just be a stat increase, but the design of the ability vs the design of the enemies in that area.
 - Some have different interactions and tradeoffs (example: using water on fire creates smoke)
 - The abilities UI has tooltips for each ability when hovered over with the mouse.
 - Ideas for abilities:
 - Wind God: glide, triple jump (double jump is built in)
-

Characters

Gods (Bosses)

Geb

- Tutorial god
- God of rocks
- Location: Memphis.
 - Before you enter, there is a tutorial section outside the city where the player will start their journey.
 - Geb is in the middle of attacking the city and many of the buildings are in a freshly destroyed state.
 - After defeating Geb, there's a warp obelisk that Osiris will tell the player to use to introduce them to the skyhub.
- While under the curse, Geb is really overconfident and mean. However, when the curse is lifted, he's really sweet and nice, and apologizes profusely.
- Boss battle
 - Fight in a ruined part of the city that Geb is in the middle of destroying. Watch out for boulder hazards!
 - Slow, but hard hitting attacks.
 - Obvious weak spot that's vulnerable when he tries to attack.
 - Phase 1: throws rocks at you; takes rocks off of himself and throws them, which spawns rock golems
 - Phase 2: summon protective walls; charge at player for melee hit. Breaks stuff in his way. Debris falls after he collides.
 - Phase 3: earthquake that causes rocks to rain down from the sky; rock tornado that protects him
- Ability set (the abilities the player can equip after defeating Geb)
 - Offense - summon an earthquake that stuns and damages enemies, similar to the boss battle attack. Default melee attack becomes slower but deals more damage.
 - Defense - summon a temporary rock wall with limited health. Starting at level 2, the wall will slowly move forward.
 - Utility - summon a temporary floating rock platform beneath you.
 - Passive - defense stat increase and knockback resistance.
- After Geb, you can go down two paths: Isis and Sobek.

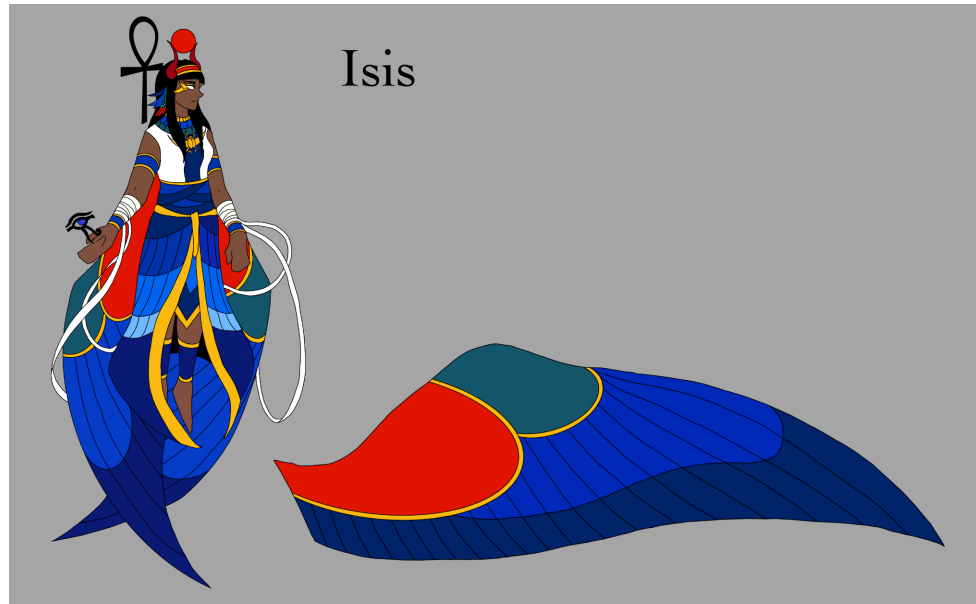


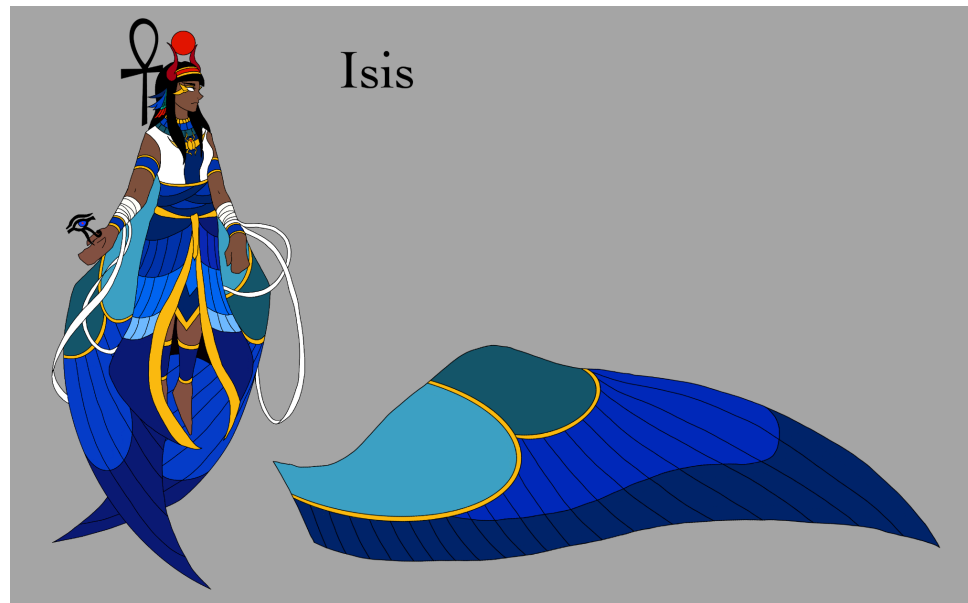


Isis

- Healing/magic god.
- Shield ability, healing ability.
- Isis is a sweet motherly woman. She has a much more normal personality out of all the gods.
- Being a bird, Isis cannot see glass.
- Lesser god: 4 sons of Horus. Together they're a boy band who are one mini-boss battle.
- Location: Saqqara. An oasis filled with plants, birds, and beetles. Vines grow around buildings.

- Boss battle
 - Isis needs to spend time casting her spells, during which she's vulnerable
 - Phase 1: self-heal; summons minions she can heal
 - Phase 2: cast a shield around her minions; cast a debuff spell on you (ex: wrap you in mummy bandages)
 - Phase 3: float up and cast a beam of energy; revive her minions (once per minion)
- After Isis, you can go down three paths: Baal, Hapi, and Khousu





Sobek

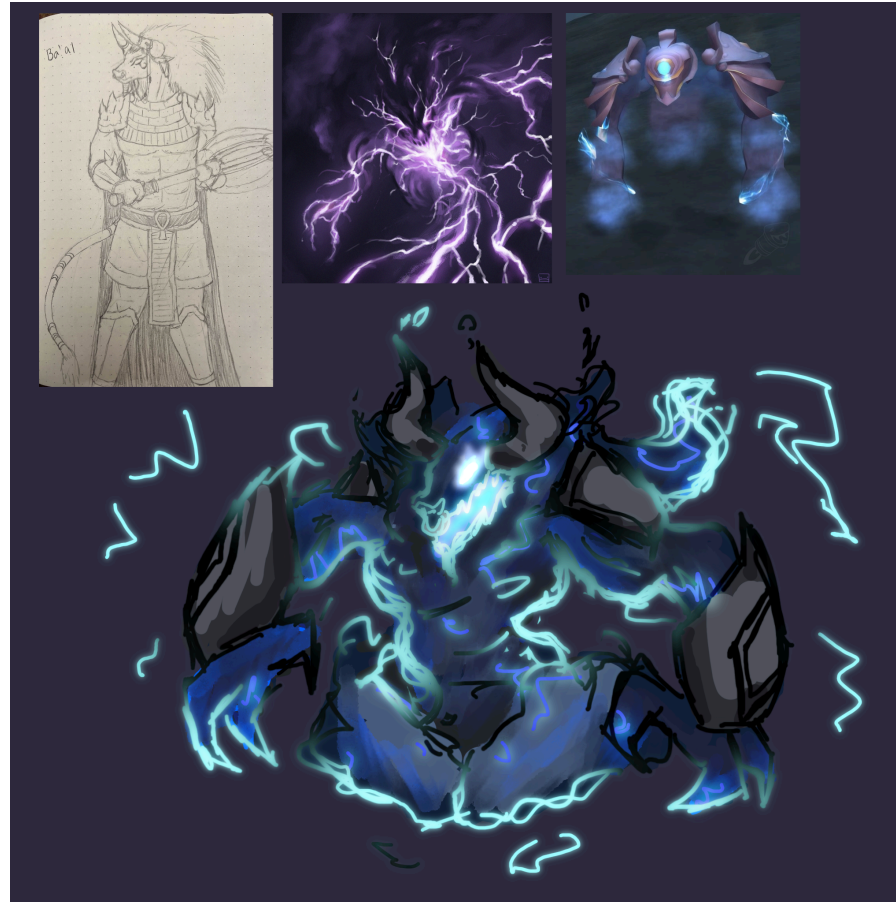
- Crocodile god.
- Swamp themed with crocodile enemies.
- Sobek is an honorable person, but under Seth's curse his values change. (more discussion needed for his personality)
- Sobek is buddies with Anubis. They share Ammit and Wepwawet (Weppi for short) as pets.
- Location: Sumenu. City is partially flooded with swamp water, with reeds, alligators, and frogs being commonplace.
- Lesser god: Khepri
- Boss battle
 - Phase 1: tail sweep; summon crocodile enemies that crawl out of the mud
 - Phase 2: Minecraft evoker fangs but it's crocodiles instead; flexes muscles to give himself a temporary buff
 - Phase 3: Mud wave you have to jump over and crocodiles can jump out of; "Goes berserk" - goes on all fours and charges at you (but you can dodge it) and bite attacks (lots of damage)
- After Sobek, you can go down three paths: Wadjet, Shu, and Bastet/Sekhmet



Baal

- Thunder god
- Abilities centered around thunder, lightning, and storms.
- Baal is a fuckboy/dilf that looks like Santa Claus. That's his personality.
- Location: Cairo. Actively stormy all the time. Lots of rain and wind.
- Lesser god: Ptah
- Boss battle
 - His abilities require a charge up similar to Isis
 - The color of lightning changes color from yellow to blue to white in the different phases
 - In the fight, Baal can summon cloud enemies. These enemies are slow moving and always follow you (although they disappear after some time). They will periodically but predictably spawn lightning beneath them, which can stun you.
 - Phase 1: small but clustered lightning strikes; summon cloud enemies.
 - Phase 2: summon protective lightning around himself; big lightning bolt he throws like zeus (longer charge up time)

- Phase 3: Shockwave you have to jump over; lightning dash attack



Hapi

- Water god.
- Abilities can include flooding, shooting yourself into the air with a burst of water like a geyser.
- Hapi is easy-going, but has a strong temper (doesn't take anyone's shit). They're also clumsy, which contributes to his anger issues. They're like the uncle who's always got your back.

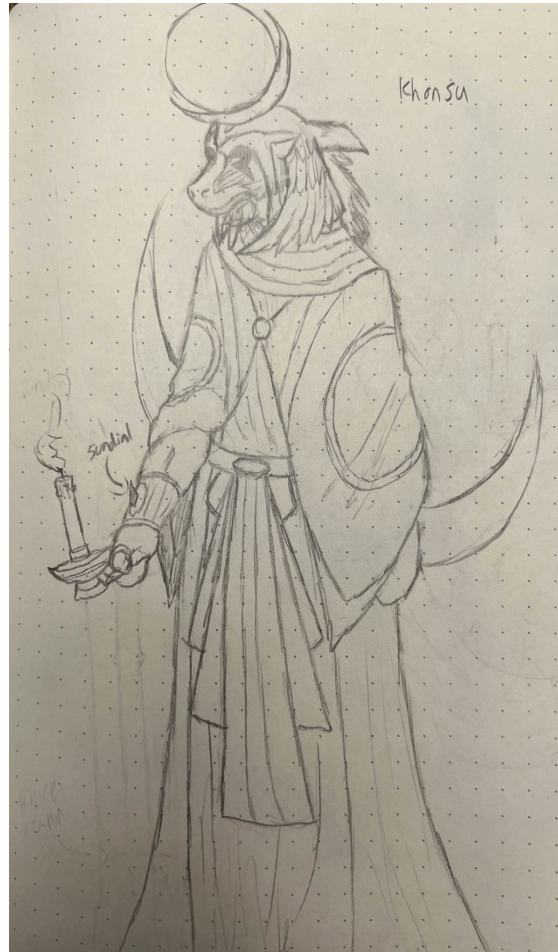
- Hapi is also infamous for smoking lotus flowers and getting high. In their pre-battle cutscene, they ask if you want to smoke. If you agree, you briefly trip out before getting a game over because “don’t do drugs kids.” Refusing to smoke with Hapi angers him, starting the bossfight.
- Location: Elephantine. Periodic flooding makes the player have to seek high ground. Objects float in water. Hapi uses this in their bossfight.
- Lesser god: Taweret (who has a baby crocodile cheer squad).
- Boss battle
 - Before the boss battle, Hapi asks if you want to smoke. If you say yes, it’s an instant game over as an anti-drug PSA. If you say no, the boss battle begins.
 - Boss room has lots of platforms to get to higher ground, as well as reeds that can trap you, and geysers that can boost you up.
 - water level frequently rises and falls
 - Phase 1: Move with spurts of water; summon hippo enemies
 - Phase 2: fish that grabs you but you can break free from it; water tornado that goes across the water
 - Phase 3: water laser; giant fish that jumps out of water



Khonsu

- Time god.
- Abilities centered around slowing down enemies/speeding up yourself.
- The circle shape often depicted above his head is a frisbee he can use for a projectile attack.
- Khonsu is a traveler who's seen the world and is very wise. He's a know it all who actually does know it all.
- Location: Edfu. Different zones of the city are in different time periods.
 - Some parts of the city are at the beginning when it was being built, some are when the city was in its golden age, and some are when the city is in ruins.
 - Some places let you switch between time periods like switching the time of day, which can be used for puzzles.
- Lesser god: Kronos - A god from Greek mythology that's on vacation in Egypt.
- Boss battle
 - There's an hourglass in the background that Khonsu flips every time he changes the stage

- Phase 1: Changes surrounding to different time periods; projectile attack that reverses time and goes backwards, making you have to dodge it twice
- Phase 2: Reverses time on himself to heal himself; drops an object from any time period (anything from an old monument to a car)
- Phase 3: Temporarily turns you into a baby or an old man limiting your mobility; summons a sundial, and you have to stay in the shadow to avoid lots of damage.



Wadjet/Nekhbet

- Cobra gods. They're a two headed snake with one body, as well as wings.
- Abilities centered around poison.
- One of his abilities spawns a snake that will fight with you.
- Wadjet has an over-the-top, big, boisterous personality.
- Location: Buto. City that's overtaken by a jungle full of snakes.
- Lesser god: Apep.
- Boss battle
 - Wadjet/Nekhbet are slow on the ground, but fast in air.
 - Scorpion and snake minions are present throughout the fight
 - Phase 1 (ground attacks): Venom bite that deals poison damage; tail trip
 - Phase 2 (air attacks): Uses wing to block attacks; shoots poisonous feathers
 - Phase 3 (ground & air): Dive attack where one of the heads try to bite you on the way down; wrap around and paralyze the player, where they have to try to break free before too much damage is dealt.



Shu

- Wind god.
- Abilities include gliding, tornado projectile.
- Shu can be described as an airhead or a bimbo. He's strong and well meaning, but dumb as hell.
- Location: Heliopolis. There's clouds which you can jump on above some of the buildings. Sometimes gusts of wind can push you back unless you're behind a solid object.
- Lesser god: Bennu
- Boss battle
 - Shu stands at the top of a bunch of platforms that the player must climb up while he tries to push the player into various hazards.
 - Phase 1: Wind projectile; Spawn cloud at player's position, bouncing them away.
 - Phase 2: Tornado that spins the player around before spitting them out; fog enemies, some of which are real and others are fake/decoys (slightly transparent)
 - Phase 3: Huge storm that blows away from him, where a small radius around him is the "eye of the storm" and is safe from wind. Inside the eye, he's vulnerable; blows strong winds from either left or right across the entire screen.



Bastet/Sekhmet

- Cat god with evil/good version.
- Abilities centered around stealth, invisibility.
- They have a wine mom type personality.
- Location: Taremu. One giant cat tree.
- Lesser god: Anhur.
 - Anhur's fight would take place in an arena filled with forced spectators.
 - The Sphinx is watching and maybe manipulating the fight.
- Boss battle

- Bastet and Sekhmet swap with each other throughout the boss fight.
 - Bastet is a tank, with a lot of health but less damage, while Sekhmet is a glass cannon, doing a lot of damage but with little health.
 - Sekhmet fights in phase 1, Bastet fights in phase 2, and both fight in phase 3.
 - In the first two phases, when one attacks, the other does their version of the same attack as the shadow of the other one, with reduced effectiveness. This is called an echo attack.
 - In phase 3, instead of one being the shadow of the other, both are out at the same time and fight together. During this phase, they have a shared health bar, but Bastet has damage resistance to keep the idea of her as a tank.
- The player has to fend off cat minions during the fight.
- Phase 1 (Sekhmet): Sekhmet's battle axe swing (echo: Bastet's weapon swing); Roar that decreases player's damage if the player is too close. Knocks player back slightly. (echo: Bastet's roar)
- Phase 2 (Bastet): Bastet's weapon (a tennis racket shape; see concept art) swing (echo: Sekhmet's battle axe swing); Roar that decreases player's defense, similar to Sekhmet's roar. (echo: Sekhmet's roar)
- Phase 3 (Both): Sekhmet does a big charge up attack while Bastet guards her; Bastet drinks blood from blood river to heal while Sekhmet guards her.
- In phase 3, Bastet can drink from a blood river in the battle arena to heal them, but in the arena, there's barrels of wine that the player can knock in to make them heal less and become more drunk.





Seth

- Final boss - you can fight Seth after beating every other god first.
- God of chaos, violence, strength, and the desert.
- Seth is an over the top cartoon villain. He acts like a man baby and male karen. Whiny and self-absorbed.
- Seth is Osiris's younger brother.
- Location: "Sethopolis" (He renames Alexandria to Sethopolis). Lots of posters and statues of Seth to show how self-absorbed he is. Stronger versions of Seth follower enemies can be found here. Ra/Thoth statues are Seth statues
- Lesser god: Dark Ankh.
 - The Dark Ankh is a terrifying many-headed abomination.
 - It's been under Seth's curse for so long that it's deformed into what it is now.
- Boss battle:
 - Seth can summon minions from other gods' boss fights.

- Seth can also use abilities from other gods, but only from a predetermined list for each phase.
- Seth will also change the time of day a lot.
- Phase 1: Fiery explosion; another god's phase 1 ability.
- Phase 2: Go invisible and then melee attack you; another god's phase 2 ability.
- Phase 3: Projectile that when hitting the player, tries to cast Seth's mind control spell. The player must break free from this if hit; another god's phase 3 ability.
- Possible phase 1 abilities:
 - Geb's rock throw
 - Khonsu's reverse time projectile
 - Wadjet's venom bite but adapted for Seth
 - Sekhmet's battle axe swing with Bastet's echo
- Possible phase 2 abilities:
 - Sobek's crocodile evoker fangs
 - Baal's lightning bolt throw
 - Hapi's water tornado
 - Khonsu's move that drops an object from the sky from any time period
- Possible phase 3 abilities:
 - Isis energy beam
 - Baal's lightning dash
 - Shu's eye of the storm
 - Probably one more

Updated 11/1/2023





Extra Information

- Each boss has multiple phases.
- When under Seth's curse, every god's personality is more erratic, violent, and volatile.
- General boss fight info: When you enter the boss's room (separate unity scene), the boss gives a short dialog before starting the fight. Each boss has 3 phases that unlock new moves for them. A boss bar shows at the top of the screen
- Every location has a "dark aura" effect that goes away when the boss is defeated. When this happens, all the hazards and most of the enemies are gone.

Gods (Non-Bosses)

- Horus - main character
- Babi - God to practice fighting.

- He's a comedic relief character who says censored swears a lot.
- In the skyhub, he allows you to have a practice battle with him so you can test your abilities.
- He can even summon enemies to practice against, but you have to have killed the enemy before in a real encounter.



- Anubis - Underworld god.

- When you die, Anubis makes a joke related to how you died, and gives you a portal back to the most recent spawn point.
- Anubis is bored and just wants to watch the chaos of the story unfold. He makes constant Dad jokes.
- Anubis is buddies with Sobek. They're very close but not actually in a relationship. They co-parent Ammit, as well as Weppi.
- When the player dies and goes to the underworld, Ammit is eating the soul of the last enemy they killed. The enemy says a quick line about themselves. while they're being devoured, adding a bit of extra lore.
- Anubis is gay and a twink so we stan him 🙌🙌
- Ma'at - Governor of the skyhub.
 - Talk to her to manage your abilities. This is only for selecting while abilities you're using, not for upgrading each ability (which requires going to the god who owns that ability)
 - She can also be a guide to you throughout the game.
 - God of truth, balance, order, harmony, law, morality, and justice.
 - Ma'at character is a librarian/secretary who's also really into working out. She has muscles, and is always drinking protein shakes.

Ma'at Concept Art:



- Osiris - Horus's Dad
 - Killed at the start of the game, and gives the player a tutorial in ghost form.

- The player will encounter sarcophagus with Osiris in it to receive tips from him at relevant moments.
 - Osiris has the personality of british royalty.
 - Bes - Random encounter
 - Bes is a guy who the player will have random encounters with throughout the game.
 - Each time, he demands Horus proves himself in a battle, but dies nearly instantly.
-

Art Style

Based on hieroglyphics. Low framerate flat characters.

STYLE GUIDE: <https://discord.com/channels/621071878928203793/622073763705651210/1205407577459007508>

- The art style is a sort of cartoonish version of hieroglyphics.
- Cut scenes are in full on hieroglyphics. They're pictures on stone slabs.
- The player can view a map of what they've unlocked.
 - The UI looks like papyrus scroll
 - The paper has a "fog of war" effect with the paper not being filled in where the player hasn't gone
- General UI elements look like hieroglyphics on stone.
- Gods have red eyes when their in their mind controlled state, which go away when you beat them.



Miscellaneous

Extra Information

- Warp obelisks appear periodically throughout levels. They're small statues that let you set your spawn or travel to the skyhub.
- Some objects are breakable (pots, sarcophagus, background objects) which may drop "mana" or hp
- Floaty controls. Abilities like double jump, mid air dash, dive, maybe ground pound.

- Health bars should only appear above important enemies such as mini-bosses. Bosses have a health bar pinned to the top of the screen.
- Gods may occasionally have dialog in the form of speech bubbles.
 - During a boss fight, a God may occasionally taunt. This would be displayed as a speech bubble and would not interrupt gameplay.
 - When having a conversation with a God (after a fight, when buying their abilities, etc) it would show as a stone tablet at the bottom of the screen and would stop gameplay.

Ideas

- Enemies include mummies, followers of Seth, etc.
- Seth animals would be an advanced enemy.
- Seth's abilities are related to him being the god of violence, chaos, and strength. Sandstorm ability?
- Each dungeon the player must pass through has a host of stage hazards, such as spikes, fire, quick sand, etc. Ideas include:
 - Static Hazards: Quick sand, Fire, Flamethrower trap (turns off and on), Spikes, Arrow trap
 - Moving Hazards: Falling spike, Squasher (similar to thwomp), Rolling boulder (Indiana Jones style), Swinging pendulum, Spring/trampoline "trap"
 - Statues
 - Static Statues: Stationary enemies with different variants (active at different TOD)
 - Monster Statues: Only move when the player isn't facing them, like weeping angels.
 - Trapdoor or moving wall platform (Player times crossing the trapdoor)
 - Night/Day temporary tiles/switch platforms which appear/disappear at different TOD. Switch in intervals during eclipses.
- Items - consumables (items that can be used once before disappearing, like potions) or artifacts (give you a stat increase)
 - Potions: healing, strength
 - One slot in inventory for active artifact
 - Artifacts can do things like boost an ability type, stat increase, etc.
 - Explosive consumable?
- Mimic enemy - a chest that when open is revealed to actually be an enemy
- Ideas to make levels more lively and dynamic

- locked doors?
 - (time of day statues)
 - moving platforms
 - collapsing platforms
- Ideas for enemies
 - mummies
 - Seth follower (basic but diverse enemy)
 - enemy that throws fireballs
 - Flying enemy that dives down
 - Venus fly trap
 - ghost that disappears and reappears after a second
 - mimic
 - Static Statues: Stationary enemies with different variants (active at different TOD)
 - Monster Statues: Only move when the player isn't facing them, like weeping angels.
 - Enemy that throws big water/fireballs very slowly. Cancels out other projectiles
- Color blindness mode