

In the Chamber



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1. Game Overview

1.1. *Genre*

Twin-stick shooter, roguelike

1.2. *Game Concept*

In the Chamber puts you in the shoes of a medjay protecting an ancient Egyptian pyramid from intruders. When your rest is disturbed by British looters you have to reclaim the pyramid's artifacts using your magic as well as one of their guns.

1.3. *Features*

Heavy six-shooter

Godlike abilities

Randomly generated runs

2. Gameplay

The player spawns at the beginning of a randomly generated floor. The floor is broken up into smaller levels with enemies. Clearing the level of enemies gives a power-up, and unlocks two paths that lead to two different rooms. The paths show what power-up the player will get for entering each room. When the player enters one path they cannot come back to the previous room or get into the other room that was an option. When the player has cleared 3 rooms they always go to the boss room next.

2.1. Game Progression

The player is equipped with a hard-hitting six-shooter and magic that burns out the uses of the gun. The challenge is to overcome the enemies in a way that works around the player's limitations.

2.2. Main Objective

The game's objective is to fight your way up to the ground floor and reclaim the treasures that have been taken to the pyramid's entrance chamber.

2.3. Secondary Objectives - Achievements

Alongside the riches of the tomb, the invaders have also stolen the 4 artifacts of the Pharaoh, each treasure a symbol of the challenges the Pharaoh completed to be worthy of carrying them, as such the medjay must prove themselves worthy like the Pharaoh once did.

2.3.1. The Golden Crown Of Sekhmet - "Kill 100 enemies without using Divine Powers"

The Golden Crown Of Sekhmet was forged as a gift to the Pharaoh using the molten down gold necklaces collected from an unnamed tribe of northerners.

2.3.2. The Black Scepter Of Horus - "Using Lightning damage more than five enemies in one use three times in one run"

This pure Obsidian mace, said to have been wielded by the traitorous God himself, radiates with malice causing discomfort and anxiety in those who gaze upon it for too long

2.3.3. [Khepri's Golden Necklace](#) - "Kill twenty enemies while they're inside your Beetle Swarm"

During a celebration dedicated to Khepri at which Pharaoh Akhenheh was in attendance, a group of robed men wearing Beetle masks approached without permission, ignoring his guards to present to him this Golden Necklace for his service to the gods.

2.3.4. Shu's Golden Cloak – "Avoid twenty attacks in Ghost Form"

This cloak stitched from gold-laced silk threads was worn by Akhenheh into his most desperate fights to inspire his allies and intimidate his foes, never once receiving a scratch despite the Pharaoh's preference to lead from the front.

2.3.5. [The Chair Of Heh](#) - "Complete a run without dying" (standard for all players)

This throne was forged in absolute secrecy from some of the rarest metals even the Pharaoh could obtain, kept hidden to hide the Pharaoh having chosen to make such a personal offering to any one God.

3. Mechanics

3.1. *Player Health*

The player starts each run with **3** bars of health.

The player dies when their health reaches **0**, at which point the run ends and they respawn with full health in the starting chamber without their power-ups and upgrades.

3.2. *Movement*

The player moves around with the left stick and aims with the right stick.

The player has a movement speed of **375** cm/s

3.3. *Revolver - Primary Attack*

Pressing [Primary Attack](#) fires a bullet from the Revolver in the direction the player is aiming.

The bullet deals **1** point of damage to a hit enemy.

The fire rate of the Revolver is one shot every **0.5s**.

Using the Primary Attack decreases the player's current ammunition count by one.

Pressing Primary Attack when the player's current ammunition is 0 will instead behave as if the player had pressed the Reload button.

3.3.1. Reload

Pressing the [Reload button](#), or the Primary Attack button when out of ammo, reloads the player's gun.

The player immediately releases the cylinder from the gun. This takes **0.3** seconds and cannot be circumvented or interrupted.

Bullets are then put into the empty chambers. This takes **0.5** seconds per bullet and loads one bullet at a time for each empty chamber.

Pressing the [Primary Attack button](#), [Special Ability button](#), [melee Attack button](#) or [Evade button](#) after the first bullet has been loaded but before the revolver has been *fully* loaded will perform the intended action as normal and interrupt the reload action, even if it leaves the cylinder with empty chambers.

If the player is out of ammunition, a quick time event will occur the next time they reload. By pressing the reload button again while reloading the final bullet will reward the player with a [Golden Bullet](#).

The player's movement speed is reduced by **150** cm/s while reloading.

3.3.2. Jamming and Breaking the Cylinder

Using an Ability will *jam* one chamber in the Revolver's cylinder. A jammed chamber reduces the player's max ammo by one until repaired at a [Repair Station](#).

Using an Ability with a fully loaded cylinder will jam a cylinder with a bullet in it, at which point that bullet will be lost as if the player had fired once.

Using an Ability with a non-fully loaded cylinder will make the jammed bullet prioritize empty chambers.

Picking an upgrade from the [Upgrade Altar](#) *breaks* one chamber in the Revolver's cylinder. A broken cylinder reduces the player's max ammo by one for the rest of the run.

The game prioritizes breaking a chamber with a jammed bullet in it.

3.3.3. Golden Bullet

The player can be rewarded with a golden bullet by succeeding in the [Reload](#) quick time event.

The player can only have one Golden Bullet at a time and having it is indicated on the [Player's HUD](#).

Using an Ability while possessing a Golden Bullet spends the bullet instead of jamming the cylinder.

If the player fires the last shot in the cylinder while possessing the Golden Bullet spends the bullet, and lets the shot bounce from the primary target to a random secondary target while doing the same damage.

3.4. Abilities - Special Attacks

Special Attacks are unlocked through game progression and are capable of causing a massive amount of damage or changing the rules of the fight by limiting the accuracy of the enemy.

Each Special Attack will jam one of the chambers in the Revolver as described in [Jamming and Breaking the Cylinder](#)

The player cannot use a Special Attack if their maximum ammo count is **1**.

3.4.1. Lightning Bolt - Power from Horus

The Lightning ability shoots a bolt of lightning as a projectile from the player's gun in the direction they are aiming.

The Lightning bolt deals the same amount of damage as the Revolver.

The Lightning bolt stuns the enemy for **3** seconds.

The stun is ended immediately if the stunned enemy is damaged in any way.

If the enemy hit is Heavy, the lightning arcs to all other heavies within **300** cm, dealing the same amount of damage and applying the stun effect. The lightning can arc several times but will not target a Heavy already hit.

3.4.2. Beetle Swarm - Power from Khepri

Pressing the Special Ability button spawns a cloud of beetles in a circle centered around the player.

Holding the Special Ability button shows an indicator 150 cm away from the player in the direction they are playing. Releasing the same button spawns a cloud of beetles centered on that location.

The cloud is circular with a diameter of 200 cm, does not move and remains for 5 seconds.

While inside the cloud enemies' movement speed and attack speed are reduced by 50%.

Ranged enemies cannot target the player if the player is inside the cloud, or if the cloud is between the enemy and the player.

The player's aim assist is turned off while the player is inside the cloud.

3.4.3. Lion Claws - Power from Sekhmet

Pressing the Special Ability button makes the player attack with sharp claws in an area around themselves.

The area centers on the player and has a diameter of 250 cm.

Each enemy inside the area is staggered, takes 1 damage and is pushed 250 cm away from the player.

Enemies that are pushed into an obstacle are stunned for 2 seconds.

3.5. Upgrades

Upgrades for the player are acquired from altars that have a chance to be spawned as a power-up at the end of a level.

Receiving an upgrade breaks one chamber in the cylinder of the player's gun, leaving them with one less bullet to shoot between reloads.

The player can have a maximum of 5 upgrades and can never break the 6th and final chamber of the cylinder.

Upgrades are powerful enough to be worth the cost of reducing the gun's power by 1/6.

Upgrades are always passive.

3.5.1. Lightning Bolt Upgrades

- Lightning bolts stun all enemies in a radius of 200 cm from the primary target no matter if it is wearing metal or not.
- Damaging an enemy that is stunned deals an additional 200% damage.

3.5.2. Beetle Swarm upgrades

- Enemies inside the swarm have their movement speed reduced by a full 100%, stopping them in place.
- Enemies inside the swarm take 1 damage every 2 seconds.

3.5.3. Lion Claws Upgrade

- The Lion Claws strike twice, the second strike travels a diameter of 400 cm and deals an additional 1 damage
- Enemies are stunned by the Lion Claws even if they collide with a wall or not.

3.6. Evade

Pressing the [Evade button](#) makes the player enter their Ghost Form.

The player becomes transparent and takes no damage when in Ghost Form.

The player's movement speed is increased by 50 cm/s when in Ghost Form.

Ghost Form lasts for 1-second and can be ended prematurely by shooting or casting an ability.

Ghost Form goes on a 3-second cooldown that starts when the player returns to normal.

3.7. Block

Pressing the [Block button](#) makes the player swipe with their shield to clear space.

Enemies in a 90-angle cone in front of the player and no further than 150 cm away from the player are pushed to be 150 cm away from the player.

Tanks in the area are pushed away half as far as other enemies.

3.7.1. Perfect block

Enemies that are attacking in the area while the player is blocking are stunned for 1.5 seconds and take 0.5 damage, as well as receiving the standard pushback.

3.8. Enemy Drop

Enemies can drop a [small boon](#) when dying. The boon has an equal chance to be any item from this table.

Picking up a drop with a duration while already under the same effect will increase the duration of the effect but *not* double the effect.

Heal Item	Automatically heals Player 1 bar of health. (Cannot be picked up if the player's at full health)
Speed Boost Item	Increases player's movement speed by 100 m/s for 5 seconds.
Loose Bullet	Automatically increases the Player's current ammo by one. (Cannot be picked up if the player's at full ammo)
Evade Duration Item	Increases Evade duration by 1 second for 10 seconds.
Cylinder Grease	Increases Reload Speed by 50% for 5 seconds.

3.9. Save System

The game lets the player have up to three save files that they can swap between from the start screen but not in the game.

The game autosaves every time the player (re)spawns in the starting area, every time they enter a new level, and every time the last enemy in a level is defeated.

The save file saves where in the run the player is and what upgrades they have picked up.

The save files save the meta-progression of trophies collected and the fastest completed run.

4. Levels

4.1. General Level Layout

Each level consists of one or more enclosed rooms. Each room has enemy encounters. The first room has an entrance we see the player enter from. The last room has a power-up and two exits that lead to the next level.

4.1.1. Enemy Spawn Behaviour

4.1.2. Enemy Encounters.

The player must defeat all enemies on a level before they can pick up a power-up or continue to the next level.

The player must *not* defeat all enemies in a room before they can continue to the next room.

4.1.3. Power-up

At the end of the level, between the exits, is a spot for a power-up to spawn.

The power-up must be interacted with before the exits open.

The players can opt out of the power-up by interacting with the power-up and then holding down the circle button for 1.5 seconds.

What the power-up is is randomized and decided on in the previous level.

The power-up spawns when the level starts but is not intractable until all enemies in the level have been defeated.

4.1.3.1. Repair Station

The repair station is for the player to unjam bullets that have [jammed the gun from using abilities](#).

Interacting with the repair station immediately frees up all unbroken chambers in the gun's cylinder.

4.1.3.2. Upgrade Altar

Altars to Ammit, the breaker of cycles, gives a permanent, powerful [upgrade](#) to the player's abilities.

Taking an upgrade breaks the cylinder of the gun as explained in [Jamming and Breaking the Cylinder](#)

4.1.3.3. Healing Garden

A small plot of land under the protection of the goddess Renenutet.

Eating a plant from the garden fully heals the player and gives them **1** additional bar of [maximum health](#).

4.1.4. Exits

Each level has two exits at the end of the final room.

The exits are blocked until all enemies on the level are defeated and the player has interacted with the power-up.

The layout of each room is randomized and not indicated to the player when they choose their path.

The power-up of each room is randomized and is indicated to the player when they choose their path by markings around the frame of the exit.

A level can never have two exits that lead to the same power-up.

An exit can never lead to a room with a layout that has been used previously in the run.

4.2. ***Boss Level***

Here you fight a boss with unique abilities but probably looks like a scaled-up heavy enemy We are not sure yet

5. **Artificial Intelligence**

5.1. ***General Enemy Behaviour***

Enemies spawn after the level loads and roam inside their spawn areas.

Their roaming speed is half of its movement speed.

An enemy has a sight range of 450 cm unless otherwise stated.

An enemy stops roaming and uses its specific movement if the player is within its sight range.

An enemy has a hearing range of 650 cm unless otherwise stated.

An enemy will notice if the player makes a noise within its hearing range by shooting or using abilities.

If the enemy notices a noise it will head towards the point where the noise was emitted with its roaming speed.

If the enemy reaches the point where the noise was emitted without noticing the player it will return to its spawn area and continue roaming within it.

If another noise is noticed by the enemy while it is walking towards a previous noise, it will head towards the new noise instead.

An enemy stops roaming and uses its specific movement if the player damages the enemy by shooting it or using their abilities.

Enemies have a 30% to spawn an [Enemy Drop](#) at the point of their death when dying.

5.2. *Grunt*

Grunts are the weakest enemy type and can therefore spawn in larger groups than other enemies.

Grunts have a danger rating of 2.

Grunts have a health of 2.

5.2.1. **Grunt Movement**

Grunts have a movement speed of 400 cm/s.

Grunts move in a straight path towards the player until the player is within attack range.

Grunts can wait

5.2.2. **Grunt Attack**

The grunt has an attack range of 75 cm.

The grunt attacks the player with a melee attack that takes 0.3 seconds and does 0.5 damage to the player.

5.3. *Ranger*

Rangers are the game's only ranged enemy and do not spawn in the beginning of a room.

Rangers spawn with their weapon loaded.

Rangers have a danger rating of 4.

Rangers have a health of 3.

Rangers have a sight range of 650 cm

5.3.1. **Ranger Movement**

Rangers have a base movement speed of 350 cm/s.

Rangers have their movement speed halved while aiming their shot.

A Ranger wants to be more than have a line of sight to the player and be 350 cm away from the player.

5.3.2. **Ranger Attack**

Ranged enemies do not have a melee attack.

Rangers must aim the shot before they take the shot.

Aiming the shot takes 2 seconds

The Ranger's shot deals 1 damage to the player.

The rangers must reload before taking another shot.

5.3.3. Ranger Reload

The Ranger takes 2 seconds to reload its gun, starting once the previous bullet hits.

5.4. Heavy

Heavies are the tanks of the game. They move slower, hit slower, do more damage and in a larger area than the Grunts.

Heavies have a danger rating of 5.

Heavies have a health of 4.

5.4.1. Heavy Movement

Heavies have a movement speed of 325 cm/s.

Heavies move in a straight path towards the player until the player is within attack range.

A heavy does not want to be within 250 cm of another heavy.

5.4.2. Heavy Attack

Swings pickaxe down

Then evil energy geysers up

5.5. Trap Pressure Plate

Pressure plates are 100 cm x 100 cm pieces of the floor that are tied to one trap and trigger that trap's effect when stepped on.

Enemies do not willingly walk over a pressure plate but will trigger one if they are knocked onto one.

0.3 seconds pass between someone stepping onto the pressure plate and the trap's effect triggering.

A pressure plate does not trigger the trap again until 5 seconds have passed.

5.5.1. Spike Trap

The spike trap sends spikes up through the pressure plate, covering the area with spikes that deal 1 damage to any character that stands on the plate during the trap's activation or steps onto the plate during it being activated.

The spikes will retract when the plate has no characters on it or when 4 seconds have passed, whichever happens first.

5.5.2. Dart Trap

The dart trap sends a damaging projectile in a straight line from a secondary wall-mounted ejector that faces the pressure plate.

The projectile deals 1 damage and pierces any character hit, not stopping until it hits a wall or pillar.

The wall-mounted ejector can be triggered without stepping on the pressure plate by the player damaging it.

The wall-mounted ejector breaks down if triggered by damaging it and cannot be used again in any way.

If the ejector is triggered by a lightning bolt, the dart applies the same stun as a lightning bolt to each character hit.

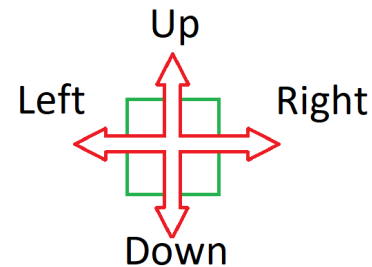
5.5.3. Log Trap

The log trap sends a wooden log swinging down from the ceiling.

The log deals 1 damage to any character it hits and knocks it 100 cm to its left or right side, whichever is closest.

The log starts 300 cm above the pressure plate, and 300 cm to its side.

The log swings over the pressure plate and continues up to the opposite starting position. It remains there until triggered again.



6. Interface

6.1. *Visual System*

6.1.1. HUD

6.1.2. Menus

6.1.2.1. Start Menu

6.1.2.2. Save File Menu

6.1.2.3. Pause Menu

6.1.2.4. Options Menu

Master volume

Sound volume

Music volume

Dialogue volume

Resolution

Fullscreen Y/N

Vsync Y/N

Vibration Y/N

Button remapping

Joystick deadzone

6.1.3. Enemy Health Bar

6.1.4. Camera

The camera operates from a fixed location looking down at the player and tracking their movements.

6.2. Control System

6.2.1. Control Scheme - Dualshock Controller

Movement - Left Stick (full tilt to run, half tilt to walk)

Aim - Right Stick

Reload - Square

Primary Attack - R2

Block - R1

Swap ability - L1

Special Ability - L2

Interact - Triangle

Evade - Circle

Pause - Start

Inventory/Stats? - Select

6.2.2. Control Scheme - Mouse and Keyboard

Movement - WASD

Aim - Mouse

Reload - R

Primary Attack - Left Mouse button

Swap ability - Shift

Special Ability - Right Mouse Button

Interact - E

Evade - Spacebar

Pause - Escape

Inventory/Stats? - T

6.3. **Tutorial**

- [Movement, primary attack and reload](#)

- Triggers when leaving the sarcophagus

Reclaim the treasures that have been robbed from your people.

Move with LEFT STICK.

Aim your revolver with RIGHT STICK and fire with [PRIMARY ATTACK]

Reload with [SQUARE]. Emptying your chamber will also automatically reload your revolver.

- [Evade](#)

- Triggers when leaving the Sarcophagus, after Movement

You can assume an ethereal form to face damage.

Hold [EVADE] to not take any damage and gain a speed boost for a short while.

Evading drains stamina, which returns when you are no longer evading.

Running out of stamina entirely will leave you exhausted, and you cannot evade again until your stamina bar has filled back up.

- [Enemy drops](#)

- Triggers when entering the first combat room

The tombs are full of looters, corrupted by their own greed.

Enemies will drop treasures when killed. Picking them up will give a small bonus.

Yellow - Reloads one bullet.

Green - Recover half a bar of health.

Blue - Regain one second of stamina.

You must defeat all enemies to proceed to the next level.

- [Block](#)
 - Triggers when encountering the first enemy spawner (After The Enemy Tutorial)

Take advantage of their frantic attacks

Press [BLOCK] to block enemy attacks and push them away from you.

Blocking an enemy right as they attack will also stun and damage them, as well as push them away.
- [Special abilities](#)
 - Triggers on encountering the second enemy spawner

More than one god wish to see the looters driven out of my pyramid

Use your selected special ability by pressing [SPECIAL ABILITY].

If you have unlocked more than one special ability you use [SWAP ABILITY] to swap between them.

Using a special ability jams one chamber in your revolver until repaired.
- [Lightning Bolt](#)
 - Triggers on gaining the Lightning Bolt ability

A lightning bolt granted by Horus, the Falcon God of the Sky.

Press [SPECIAL ABILITY] to fire a bolt that damages and stuns an enemy hit.

The bolt will arc between nearby enemies, damaging and stunning them too. This can chain to several enemies in a row.
- [Beetle Swarm](#)
 - Triggers on gaining the Beetle swarm ability

A swarm from Khepri, Beetle Goddess of the Morning Sun.

Press [SPECIAL ABILITY] to let loose a swarm around you that slows enemy movement and attack speed by half.

The swarm limits [Rangers'](#) sight and prevents them from shooting you while you're inside.
- [Lion Claws](#)
 - Triggers on gaining the Lion Claws ability

Claws of the Lion Goddess Sekhmet, whose rage scorches.

Press [SPECIAL ABILITY] to damage and knock back enemies all around you.

- [Reload](#)

- Triggers on running out of ammunition for the first time.

You handle their weapon better than they do.

Every time you reload you have the chance to perform a perfect reload.

Press [RELOAD] while you're loading the final bullet to receive a golden bullet.

The window to press gets easier to hit the fewer bullets left in your cylinder when reloading.

- [Golden bullets](#)

- Triggers on reloading the first time (After Reload)

Earned through skill, used with purpose.

Having a golden bullet lets you use one ability without jamming a chamber.

You can also press LEFT JOYSTICK to have your next shot ricochet between enemies.

Either action consumes the golden bullet.

You can only have one golden bullet at a time.

- [Upgrade altar](#)

- Triggers on clearing a combat room, if the Altar is the Power-up

Ammit the Devourer offers special abilities at the cost of your weapon.

Altars to Ammit gives you a powerful upgrade for one of your abilities.

Accepting the gift breaks a chamber in your revolver and reduces your maximum amount of ammunition for the rest of the run.

- [Repair station](#)

- Triggers on clearing a combat room, if the Station is the Power-up

Their weapons barely handle the power of our Gods.

Interacting with the repair station lets you clear your revolver of jammed bullets.

- [Healing Garden](#)

- Triggers on clearing a combat room, if the Garden is the Power-up

A small harvest set aside by the Goddess Renenutet to feed my servants.

Interacting with the healing garden fully heals you and increases your maximum health by one bar.

- [Respawning and restarting a run](#)

- Triggers on first respawn following the dialogue.

The cycle repeats itself.

Heh returns you to the moment of reawakening every time that you die.

Your upgrades are lost, and the structure of the tombs is changed.

- Completing a run

- Triggers on respawn after defeating final boss

The first of my treasures are returned

Congratulations on beating the final boss and reclaiming the first artifact!

The Chair of Heh is back in the Pharaoh's tomb but other treasures are yet to be returned.

Inspect the empty podiums in the tomb to see the requirements for other artifacts to return.