

Phoenix Jonson and the Pools of Doom

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Story

Environment

- Atacama **Desert**, Chile
- Hot, dry, cold at night
- harsh conditions
- tectonic activity

Setting

- Ancient Inka Temple
- archeological dig
- saltwater pools
- far from civilization
- surrounded by desert

Characters

- Treasure Hunter (Phoenix Jonson)
- Archeologist
- Demolitions Expert
- Doctor
- Engineer

Enemies

- Reanimated mummified guards
- Reanimated mummified priests
- Pythons
- Cougar
- Giant tarantulas
- Killer rheas (South American emu)

Features

Desert

- Camp/Tents
- Temporary barracks
- Gather equipment

Temple Caverns

- Lava/magma **pools**
- Underground Salt **pools**
- Puzzle rooms (levers to activate action)
- Obstacles and booby traps (spike pits, rope bridge)
- Combat

- Enemies

Reward

- Treasure
- Weapon collection

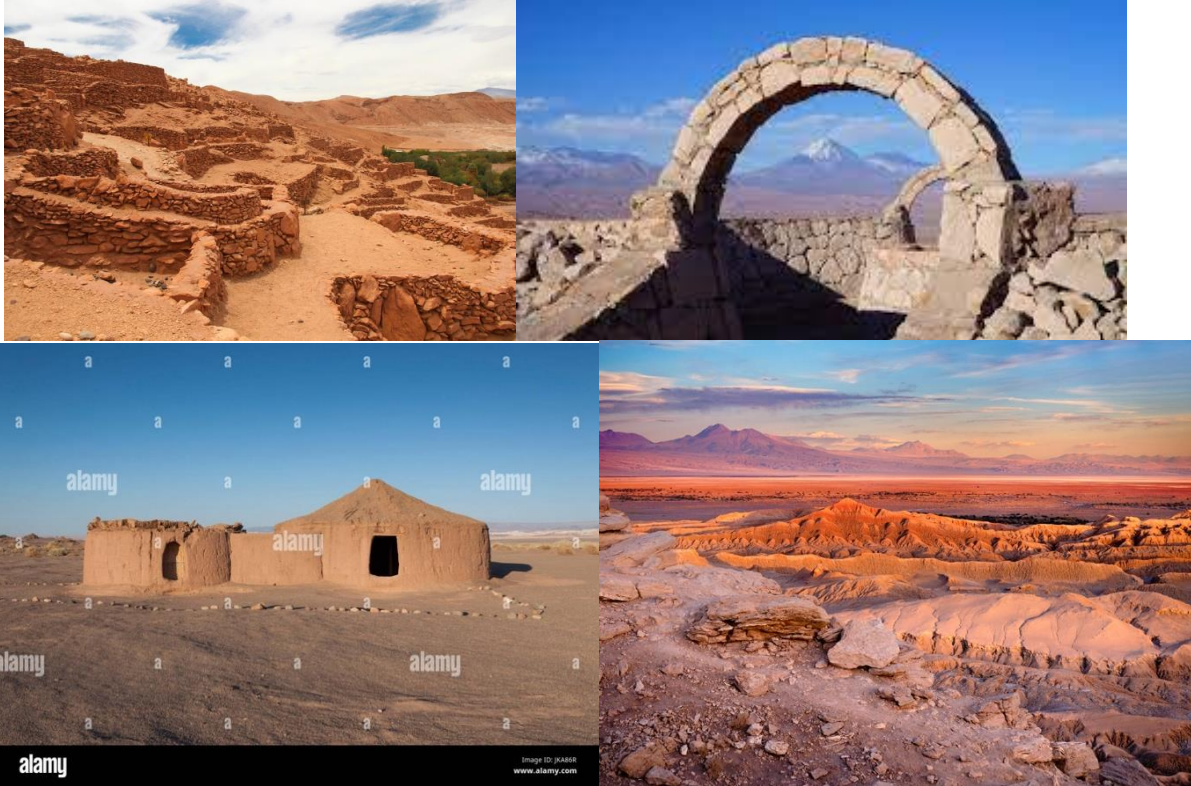
Themes

- 1920s
- Action adventure
- Scary monsters
- Mummies/zombies

Reference

Environment

- Desert waste land
- Sandstone
- Rock arches



Colour palette



Setting

- Inner tombs of a pyramidal structure
- Catacombs
- Ancient civilization style



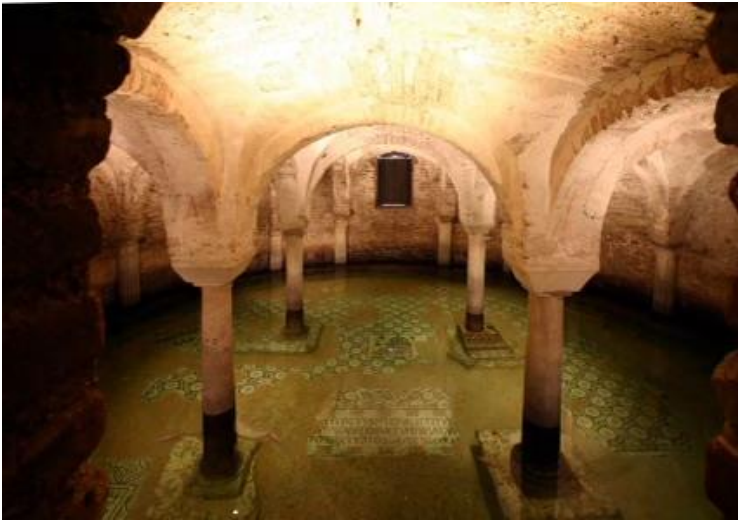
Entrance



Puzzle room



Entrance



Salt pool cavern

Characters

- Treasure Hunter
- Archeologist
- Demolitions Expert
- Doctor
- Engineer



Archeologist



Excavation Team

Enemies

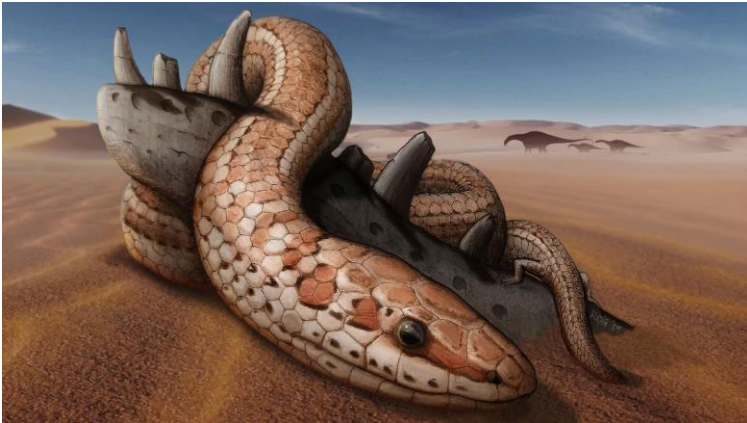
Cougar/Puma



Giant Tarantula



Python



Killer rheas (South American emu)



-Reanimated mummified guards



-Reanimated mummified priests



Features

- Camp outside cave entrance like temporary barracks
- Cave like catacombs
- Underground Salt pools
- Lava/magma pools

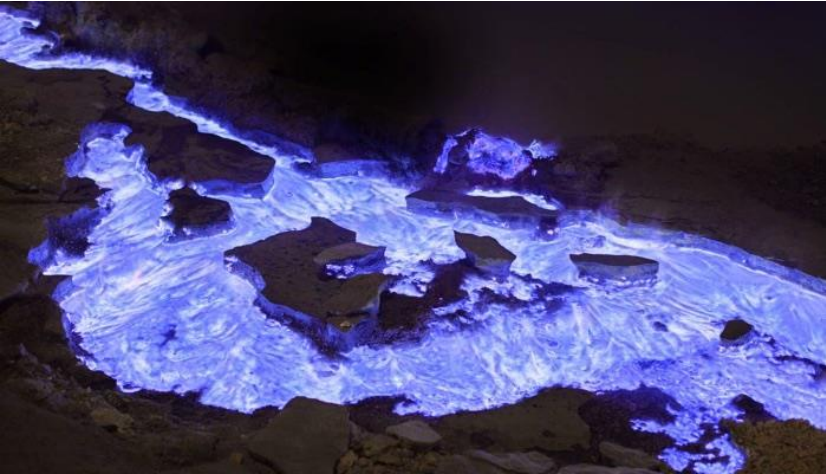


Camp

Lava
Cavern

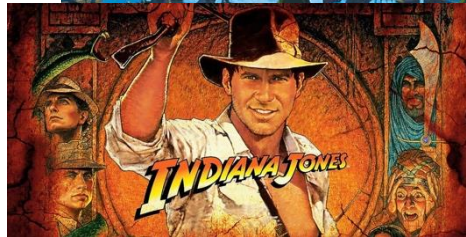
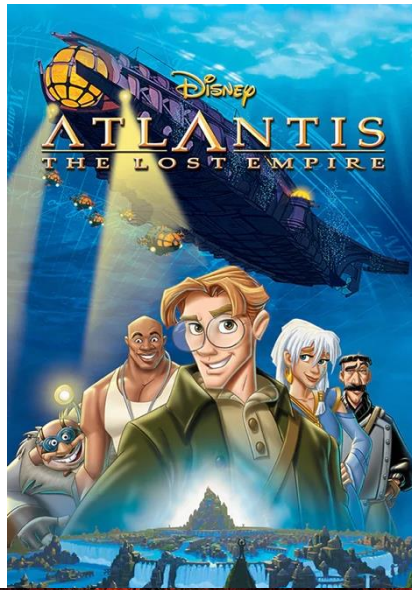


Blue lava pool



Themes

1930s
Action adventure



Program / Rooms




1. Camp with tents in desert outside pyramid
2. Entrance to catacombs connecting walkway into catacomb caverns with a rope bridge
3. Main cavern with inner salt pool
4. Subterranean cavern with 3 salt pools
5. lower-level lava pool treasure cavern

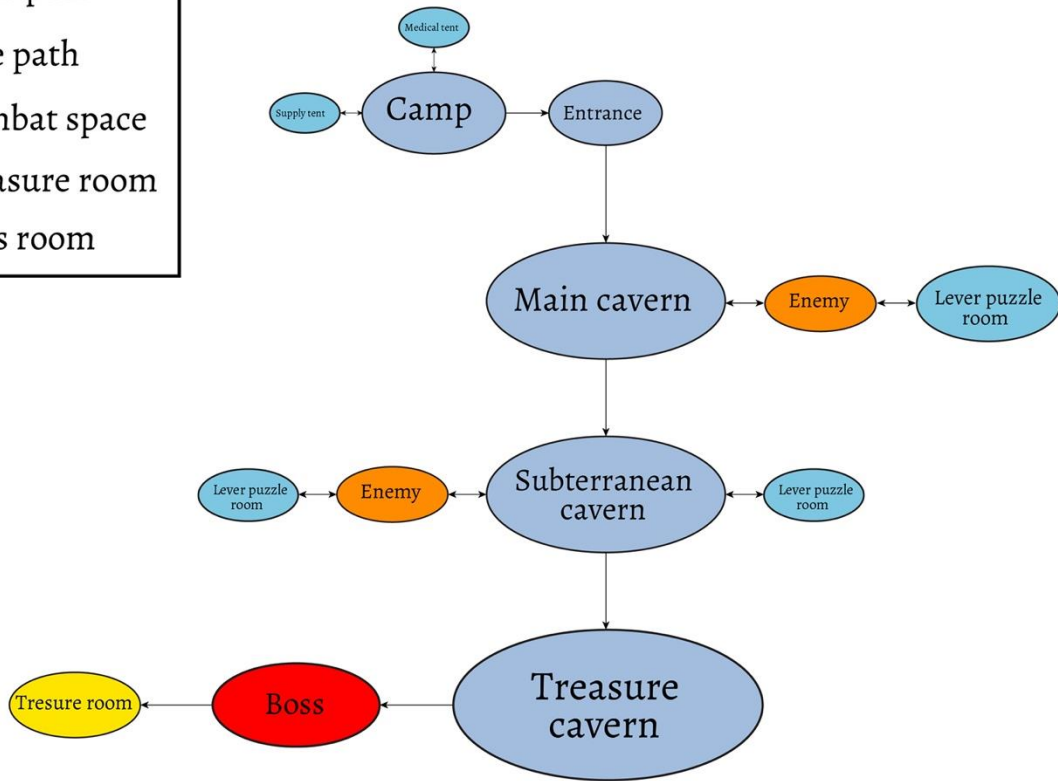
Features:

- Pulling levers to activate pool drainage
- Jumping
- Swimming
- Collecting
- Combat: Throwing knives, Throwing spear.
- Special – Grappling hook/ Vine swinging.

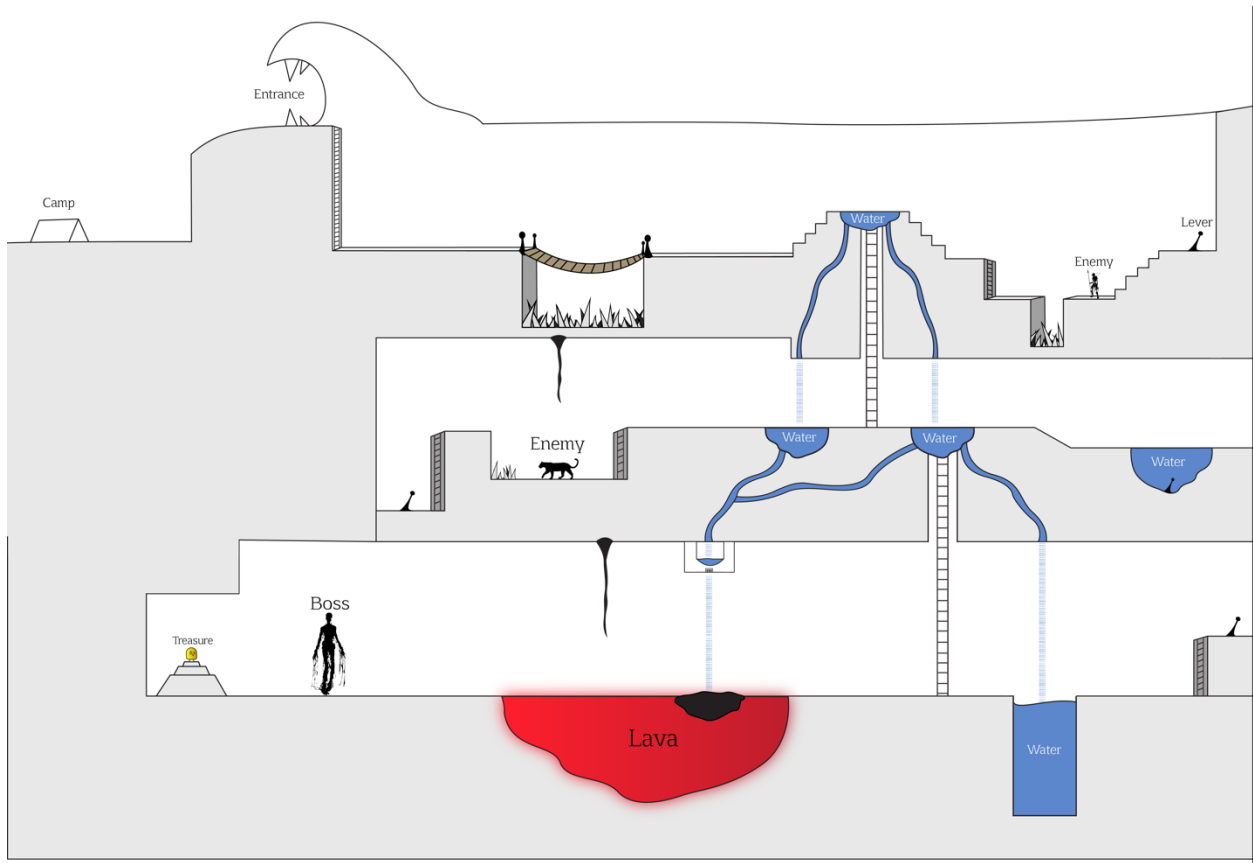
Diagrams

Proximity Diagram

Legend	
	Main path
	Side path
	Combat space
	Treasure room
	Boss room



Parti Diagram of the interior of the temple





Concept Illustration of the entrance to the temple

Metrics

Characters

Tresure Hunter
(Player character)



Height
2 meters

Width
.8 meter

Demolision Expart
(NPC)



Height
2 meters

Width
.8 meter

Doctor
(NPC)



Height
1.7 meters

Width
.6 meter

Engineer
(NPC)



Height
2 meter

Width
.8 meter

Archeologist
(NPC)



Height
1.6 meters

Width
.6 meter

Enemies

Reanimated Mummified Priests
(Boss)



Height
2.5 meters

Width
1.2 meters

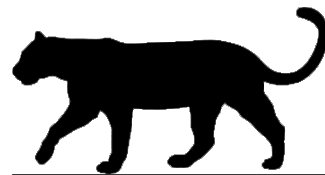
Reanimated Mummified Guards
(Enemy)



Height
2.5 meters

Width
1 meter

Puma
(Enemy)



Height
1 meter

Width
2.2 meters

Killer Rheas
(Enemy)



Height
2.3 meters

Width
1.8 meters

Python
(Enemy)



Height
.4 meters

Width
.6 meter

Giant Tarantulas
(Enemy)



Height
1 meter

Width
1.5 meters

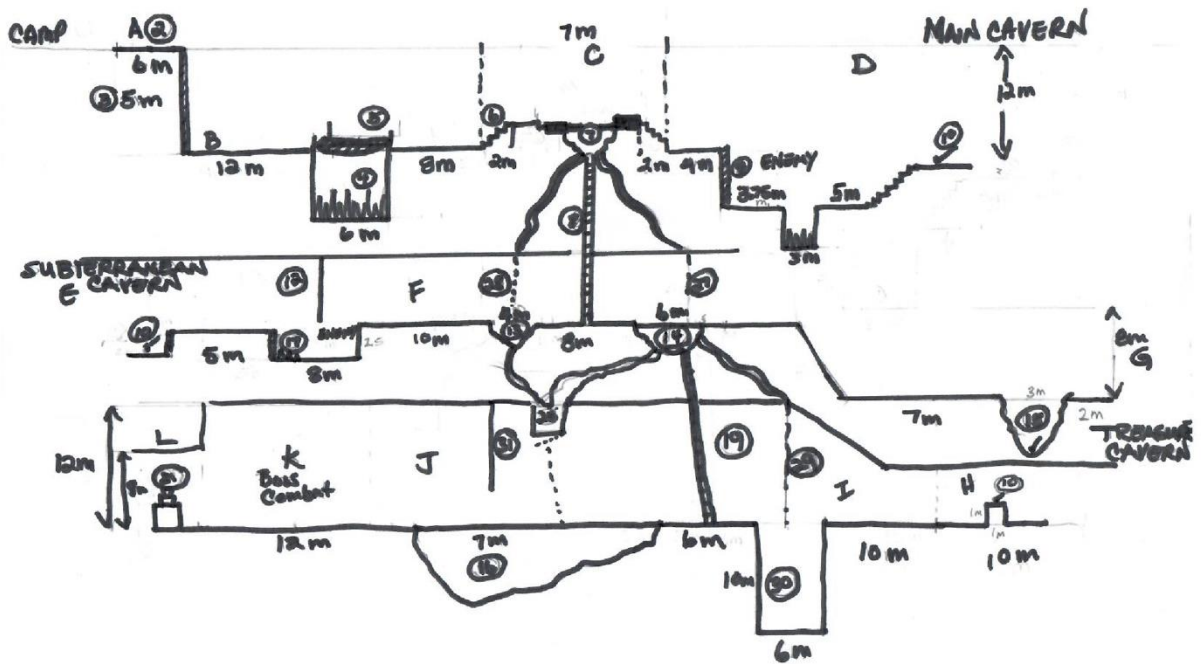
Elements and Rooms

	A	B	C	D	E	F	G	H
1	location			Elements	in metres	Height	Length	Width
2	Level	Ground	1	Tents		1.2	4	8
3	Level I	A-1	2	Entrance		1.5	6	4
4	Level I	A-1	3	Ladder #1 at entrance		5	0.1	0.8
5	Level I	A-1	4	Pit #1		3	6	2
6	Level I	A-1	5	rope bridge		0.1	6	1
7	Level I & II	A-1 &2	6	stairs		0.15	0.25	0.5
8	Level I	A-1	7	pool #!		2.5	2.5	2.5
9	Level I & II	A-1 &2	8	Ladder #2 pool		8	0.8	0.1
10	Level I	A-1	9	Pit #2		3.75	3.5	1
11	Level I, II &III	A-1,2 &3	10	Lever (1,2,3,4)		0.5	0.1	0.1
12	Level I	A-1	11	Ladder #3		3.75	0.1	0.8
13	Level II	A-2	12	swinging vine		3.5	0.1	0.1
14	Level II	A-2	13	pool #2		2	4	4
15	Level II	A-2	14	pool #3		3	6	5
16	Level II	A-2	15	pool #4		5	6	4
17	Level III	A-3	16	lava pool		4	22	16
18	Level II	A-2	17	ladder #4		2.5	0.1	0.8
19	Level II	A-2	18	ladder # 5		2	0.1	0.8
20	Level II & III	A-1 &2	19	ladder# 6		8	0.1	0.8
21	Level III	A-3	20	ladder #7		2.75	0.1	0.8
22	Level III	A-3	21	Golden Idol stand		0.75	0.5	0.5
23	Level I &II	A-1 &2	22	Spike #1		2	0.1	0.1
24	Level I &II	A-1 &2	23	Spike #2		1.5	0.1	0.1
25	Level I &II	A-1 &2	24	Spike # 3		1	0.1	0.1
26	Level II & III	A-1 &2	25	water pit #1 (storage tank)		1	1	1
27	Level III		26	lever box		1	1	1
28	Level II	A-2	27	waterfall #1		3.5	0.5	0.5
29	Level II		28	waterfall #2		3.5	0.5	0.5
30	Level III	A-3	29	waterfall #3		12	1	1
31	Level III	A-3	30	water pit #2		10	6	5
32	Level III	A-3	31	swing rope		8	0.1	0.1

		Rooms				
	A-1		Entrance		1.5	3
Level I	A-1	B	Hallway #1		5	19
		C	Main Cavern Pool (pool#1)		3.5	4.5
	B-1.1	D	side passage		6	19
Level II	A-2	E	Hallway #2		4	15
		F	Subterranean Cavern (Pool #2, 3)		3	16
		G	Pool Cavern (pool #4)		4	14
		H	Hallway #4		3	8
Level III	A-2	I	Water pit room		6	8
		J	Lava Cavern #4		6	15
		K	Hallway #5		6	8
		L	Treasure Cavern		4	4
			Side Quest			
	B-1.1		West Tunnel		2	24
	B-1.2		East Tunnel		2	20

Equipment	Height	Length	Width
spear	7	0.4	0.2
treasure chest	0.5	7	0.5
Idol	0.25	0.25	0.1

Schematic

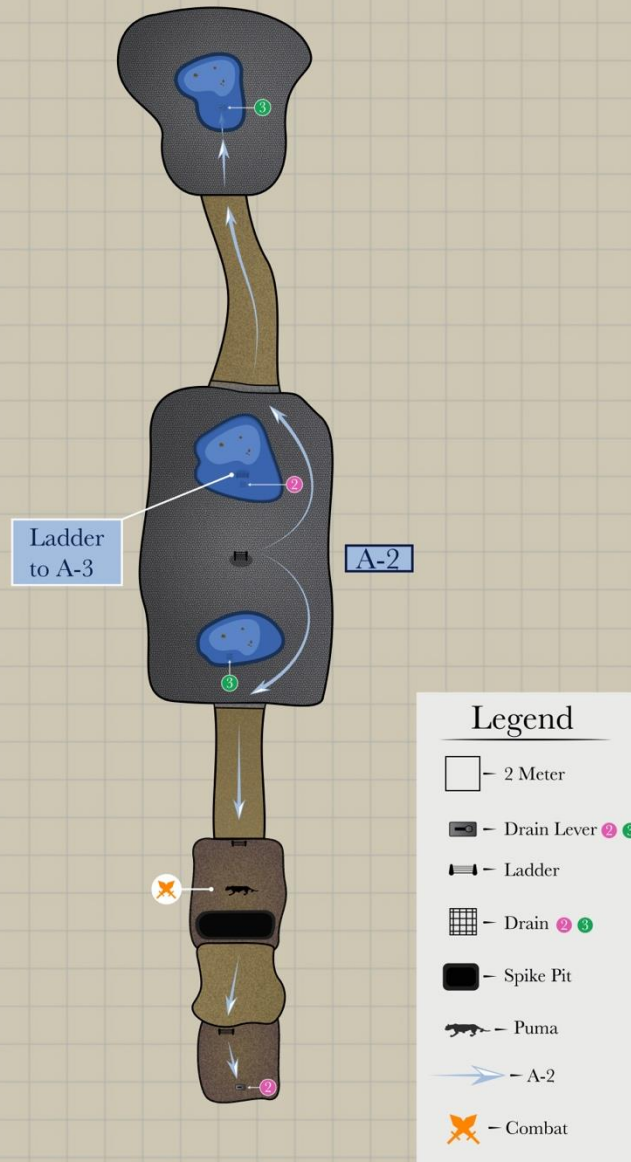


Layout / Maps / Plans

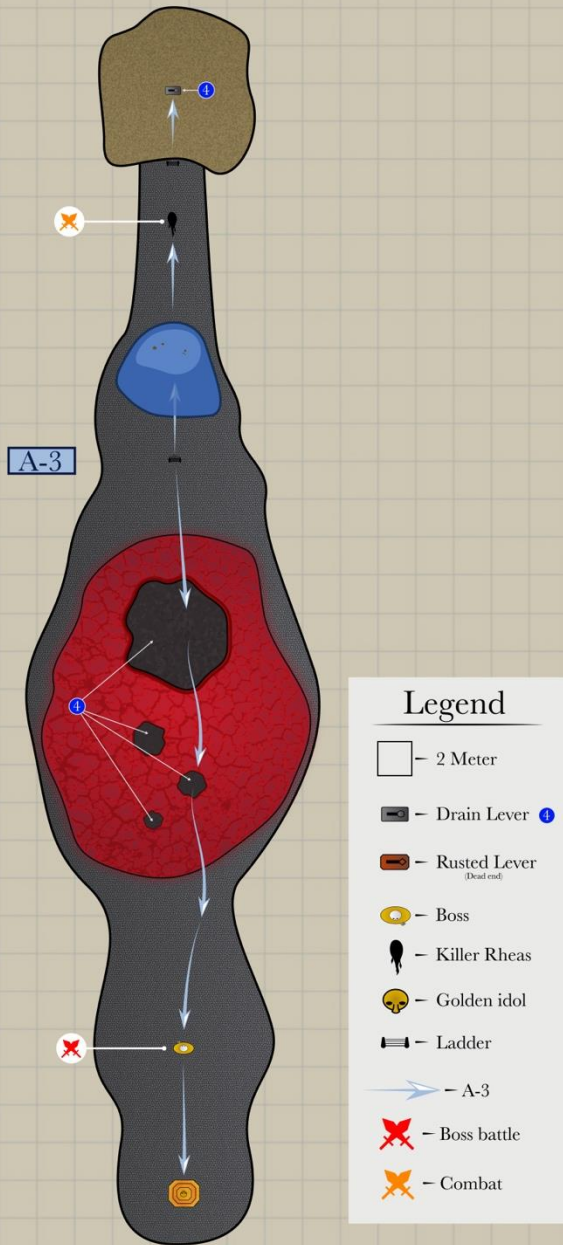
Main Cavern



Subterranean Cavern



Treasure Cavern



Quests & Missions

A-1 Title: Main Cavern		
<p>Description: The player enters the cavern from the camp. They then need to descend a ladder down to the main cavern hallway. The player must cross a rope bridge with a pit below with spikes; he will die if he falls into the pit. The player now must cross a water pool that can be jumped over, gone around or swam over the pool. The pool needs to be drained using a lever on the other side of the pool to access a ladder at the base of the pool (ancient inscriptions detail the information). The lever is located on the right side of the pool and requires the player to jump over a pit and defeat an enemy to gain access and reach the lever. A mummified guard (enemy) appears after crossing the pool must be defeated to cross the pit. The player uses a grappling hook he has taken with him from camp. Once the lever is thrown the pool drains creating waterfalls and filling two more pools below. The player can descend to the second level via the ladder exposed.</p>		
Objectives	Requirement	Reward
<ul style="list-style-type: none"> - Chart the cavern & read ancient inscriptions to learn lever location. - To drain the pool, defeat an enemy and ascend down the ladder located at the bottom of the pool to Level II. 	<ul style="list-style-type: none"> - locate and pull the correct lever and drain the pool. - Defeat mummified guard (enemy) 	<ul style="list-style-type: none"> - Access to the Subterranean Cavern.

A-2 Title: Subterranean Cavern		
<p>Description: Two pools are located at opposite sides of the ladder the player came down, pools can be jumped over, gone around or swam over. From the pools, the player must go to either to the left, to access one lever and the right to access the other level. If they go right, they are faced with a steep incline and faced with another pool (pool 4). The player needs to swim to the bottom of this pool to pull the lever; this will drain pool 2. It will not provide access to the ladder in pool 3 but will add water to the water storage tank. If the player goes left, they need to swim or go around the pool. They then need to either swing over the pit with the puma enemy in it or climb down into the pit and defeat the puma (the player will gain other tools as they complete their quest to help fight the enemies). Note: If both pools are not both drained, in the third level, the player will not be able to cross the lava pool.</p>		
Objectives	Requirement	Reward
<ul style="list-style-type: none"> - Chart the second cavern & locate the 2 required levers. - To drain the two pools, defeat an enemy and ascend down the ladder in pool 3 to descend to Level III. 	<ul style="list-style-type: none"> - Locate and pull the 2 correct lever (one diving to drain pool). - Defeat or avoid puma (enemy). 	<ul style="list-style-type: none"> - Access to the Treasure Cavern

A-3 Title: Tresure Cavern		
<p>Description: The player needs to descend the ladder to Level III The player must activate the water stored from the pools above using the lever at the right side of the cavern. This will cool the lava enough to provide solid rock stones to cross the lava pool. The player must then defeat an enemy (the reincarnated mummified priest). The Ancient golden idol is now available for him to take and return to the surface</p>		
Objectives	Requirment	Reward
<ul style="list-style-type: none"> - Chart the third cavern & locate the required lever to release the water tank. - Defeat final boss to access the treasure (golden idol). 	<ul style="list-style-type: none"> - Locate and pull the correct lever to drain the water storage tank, solidifying lava below. - Defeat reincarnated mummified priest (Boss). 	<ul style="list-style-type: none"> - Ancient golden idol

B-1.1 Title: Main Cavern West Tunnel		
<p>Description: If you go to the side tunnel at the pool on the west side, the player will run into a giant tarantulas den. These enemies will need to be avoided or if defeated, you will aquire the Spear to assist you in killing the puma and mummified priest.</p>		
Objectives	Requirment	Reward
<ul style="list-style-type: none"> - Chart the cavern & explore 	<ul style="list-style-type: none"> - Kill tarnatulas or avoid and return from which you came. 	<ul style="list-style-type: none"> - Spear

B-1.2 Title: Main Cavern East Tunnel		
<p>Description: If you go to the side tunnel at the pool on the east side, the player will run into a python. If defeated, you will aquire combat experience to assist in defeating other enemies.</p>		
Objectives	Requirment	Reward
<ul style="list-style-type: none"> - Chart the cavern & explore 	<ul style="list-style-type: none"> - Kill python or avoid and return from which you came. 	<ul style="list-style-type: none"> - Experience points