

# GAME DESIGN DOCUMENT

Team Kachow // Trials of Ammit

## Abstract

Summary of your game. The paragraph you'd probably put on the App Store/Play Store.

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## Glossary

### Introduction

“The Trials of Ammit” is a 2D Top-down Egyptian themed Roguelike Dungeon crawler game that is going to be using PCG to create the levels. The level will be formed of a pool of rooms that have been premade. The player will have to defeat all the enemies in one room to progress to the next level. When the player dies, they restart from the beginning. Throughout the game there will be collectable weapons of varying rarity which have unique use cases and different character abilities that allow for a vary in gameplay. At the end of each level there is going to be a boss room that the player will need to defeat to get to the next level.

Games we have used for inspiration is Binding of Isaac for the room and level generation, Moonlighter for the combat and Hades for the mythological settings.

### Character Bio and Rough Plot

In the final version of the game the player will be able to select multiple characters, but they all follow the same character story. The player is starting the journey to the underworld where they will have to contend with Gods and Strange Creatures to reach the Hall of Final Judgement.

The character that will be in the game will be a selection of the Egyptian Social Hierarchy. This will dictate the players stats. Examples being Pharaohs, Nobles, Spearmen and Foot Soldiers. This will be outlined later in the documentation.

## Gameplay Description

### Levels

The game mode of this game is a room progression system, the player will spawn in a room with enemies and will have to kill all of them to open the door to the next room. They will then progress throughout the level and once found they can enter the boss room. This will summon a unique boss fight and again they will have to defeat them. Once this is happened, they can progress into the next level which they will keep doing until the 5<sup>th</sup> boss which has been decided to be the last level. To complete this there will be skills needed to be learnt such as the enemy attack patterns therefore it most likely will take a while to complete the game.

### Combat

The combat will be based around either melee or ranged combat depending on the player choices. The player will be able to pick up one of three melee weapons (Axe, Kopesh, Spear) when they are close to the enemy, they will be able to Click to Attack. This will damage the enemy and push them back. The ranged combat (Bow, Slingshot, Javelin) will work on the bases of the player aiming with their mouse and clicking to fire a projectile towards the enemy, and when colliding with them doing damage.

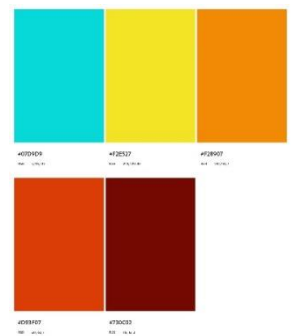
### Unique Selling Point (USP)

The Games Unique Gameplay comes from the variation of abilities and weapons that the player can choose to player through the game with. Making each combat encounter Unique to the player. As well as the ranged and melee weapons all have a unique ability and use cases. There is also Variation in level using PCG based Level creation as well as unique Spawning Pools that will allow the player a different game every time they play.

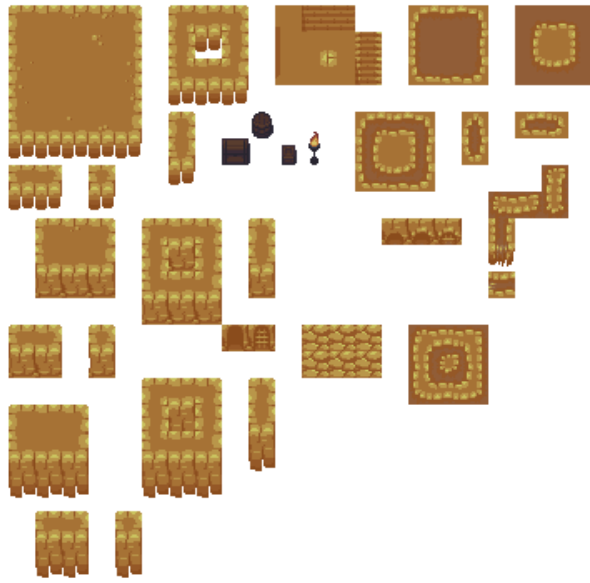
## Artistic Style

The main inspiration for the games theme is and story is ancient Egypt, the art style used for the game will be a blend between this theming and a pixel art which will be used for the in-game assets, there will be a heavy emphasis on the game gods of ancient Egypt as the games rough story will have the player journeying through the afterlife. The majority of the assets will be free to use assets offline but edited in order to fit the theming of the game. The game will use a 16x16 assets for both the tile sets and sprites in order to keep consistency whereas the UI and menus will not be confined to this rule.

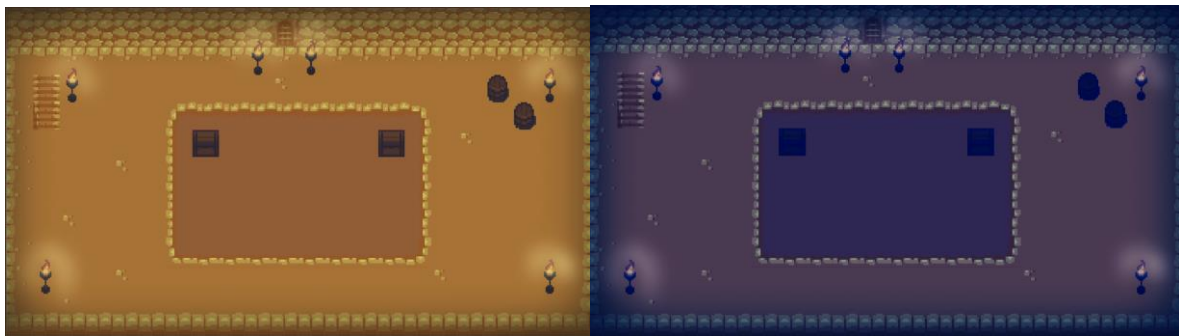
## Colour Palettes



Map/Tile set examples.



Mock Ups





### User Interface (UI)

Inspiration, your proposal, justification (UI design/psychology theories go well here), examples.

When designing user interface, it is critical to ensure that it provides good user experience, if UI is too complex to understand and navigate it can overwhelm the user and lead them to stop using an application. Good user interface will feel easy and natural to use, focus should be put on making it simple and doing what the user needs to avoid confusion.

### GUI Design Principles:

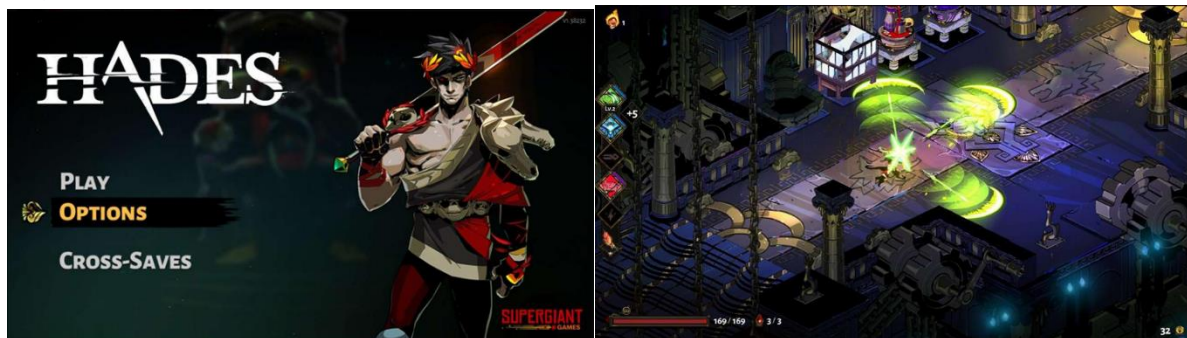
- It should be aesthetically pleasing, meaning visual needs to be provided which can be achieved by the effective use of colours and graphics and the alignment of screen elements.
- Provides clarity, the interface must be visually, conceptually, and linguistically clear, this can be attained by visual elements and words/text.
- It should be comprehensible; the user can easily understand and learn when looking and interacting with the interface.
- The user can configure the system to look and act as they need, this allows for personalization and enhances a sense of control and understanding.
- Throughout the system, the interface should have consistency. By its look, uses, actions and positions.
- The user must remain in control of interactions, results should only come from explicit user requests, they should be performed quickly, capable of interruption or termination, avoid constraining the user.
- The interface should work efficiently which can be achieved by, minimizing eye and hand movements, transitions between system controls flowing easily and freely, navigation paths being as short as possible, anticipate the user's wants and needs when possible.

### Colour Psychology:

<b>RED</b>	<b>ORANGE</b>	<b>YELLOW</b>	<b>GREEN</b>	<b>BLUE</b>
Power Excitement Strength Power Passion Energy	Confidence Warmth Innovation, Friendliness Energy Bravery	Optimism Warmth Happiness Creativity Friendliness	Health Hope Nature Growth Freshness Prosperity	Trust Loyalty Dependability Logic Serenity Security
<b>PURPLE</b>	<b>PINK</b>	<b>BROWN</b>	<b>BLACK</b>	<b>WHITE</b>
Wisdom Luxury Wealth Spirituality Sophistication Royalty	Imaginative Passionate Transformation Balance Creativity	Serious Earthiness Reliability Authenticity Warmth Support	Sophistication Security Power Authority Substance	Cleanness Clarity Purity Simplicity Freshness

Different colours can have an effect on people's perception and influence their behaviour, emotions, feelings, reactions and even the making of decisions. Colours can either positively or negatively influence users, 85% of people usually choose their purchase based on the colour so what colours are used for the interface can decide on whether a user will be drawn to the game or not.

#### Inspiration



#### Menu Systems (map out)

Inspiration, your proposal, justification, examples in mapped out form.

#### Sound Design

The sound design for the game is going to be a simple implementation to try and immerse the player into the game. There is going to be different music for each floor and will sort of unnoticeable to the player will they are playing the game but will try to keep the pace. It will try and fit the theme of the Egyptian. Sounds in the game are going to have to be retro feeling due to the art style and are going to be the focus of the player. Everything from the player attacking to picking up items will need to be done because it allows feedback to the player to know they have done or completed an action. The boss rooms or encounters will need to have more intense music to put the player under pressure and have the feeling that it is more important than other rooms.

[Bfxr. Make sound effects for your games.](#)



## Potential Logos/App Icon



The logo had to align with the overall theme and branding of the game, it had to be easily recognizable as representing the game by players.

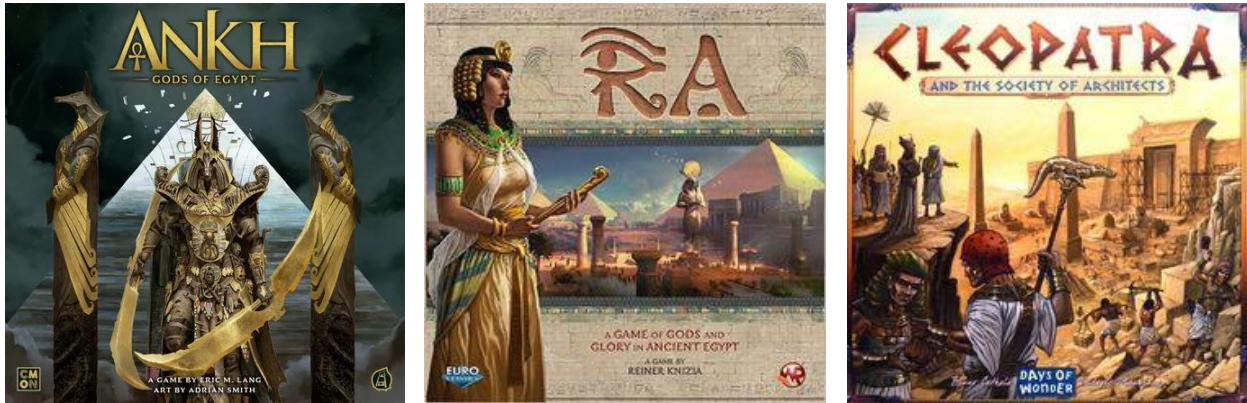
The theme of the game is Egyptian and within the game Egyptian mythology is used throughout, ranging from the characters, weapons and abilities. To reflect this easily in the logo Egyptian symbols have been used such as The Ankh which represents eternal life and The Wadjet which is a representation of protection & healing.

In the second design, a yellow/gold colour was used as this colour tone is popular within Egypt, it used a gradient of yellow into gold with a silver border to make it stand out more. In Ancient Egypt colour pairs were often used, silver & gold were considered complementary colours such as forming a duality of opposites like the sun and moon.

The last design comes in two versions, a normal, brighter version and a darker version by using shadows. Version one of the third design has a transparent section inside The Ankh and version two has filled this section with black. The use of the colour red for this design was to also represent the theme and tone of the game, because The Trials of Ammit is based around death and the afterlife. It also uses rebus inside the word 'trial' by using the Wadjet symbol that looks like an eye, rebus is the representation of words or syllables by using pictures of symbols.

In colour psychology, it is said that colours can affect a person's mood, feelings, emotions and behaviour. Red attracts the most attention and is associated with strong emotions that range from love & passion to danger & power, it is vibrant and stimulating for the mind. Yellow is uplifting and offers hope making it a colour that brightens the spirits of people, orange can inspire courage and rejuvenation which are important emotions in video games.

### *Inspiration*



When creating the game's potential logo designs, inspiration had been taken from these Egyptian themed games. Ankh & RA both use symbols found commonly in Egypt within their logo to quickly convey the brand or message associated with their game, it also creates visual association between the game and its ideas and concept.

Within all three games the colour palette was extremely similar, all games used colours heavily associated with Egyptian culture such as gold, yellows, browns and oranges, this was incorporated into my own designs by using similar colours for the logos.

## Asset Breakdown

We are going to use Itch.io to find sprites and sprite sheets for the game, this is due to the lack of art skills and abilities from the team. We will then take these examples from itch and modify them using Librasprite an application which allows you to edit and produce these sprite sheets, because of the engine requirements a lot of the animations in the sprite sheets will be reused meaning. This is because there would be a large variation that would have to be made if we were going to do all the variations.

[Top free game assets tagged Top-Down - itch.io](#)

<https://libresprite.github.io/#!/>

## Art Assets

Player – Walking, Attack (Melee and Range), Taking damage (Flash Outline), Death

Abilities – Healing (Green Glow), Stun (Yellow Flash), Rage (Player Glows), Repel Enemies(Purple Flash), AOE Attack(Orange Glow), Room wide tick (Rooms Glows) – 1Up Reverse death Animation

Projectiles – Arrow, Javelin, Circle / rock (For Slingshot)

Enemies – Walking, Attacking (Range and CQC), Death, Damage

World – Walls, Objects, Doors

UI – Icons for each ability, Hearts, Menu system buttons.

## Text Assets

In the game there isn't much next through a dialogue or anything such as a menu system, but the start screen and all the settings are going to need text. We are going to make sprites for the UI as text hasn't been built into the engine. So, we will have to put work into creating them. The fastest way to do this is using procreated fonts.

Egyptian Nights – Clear and fun text, might not fit the style of the game. Also has the issue that at small sizes it can look quite messy.

**THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG**

Phataya – This fits the Egyptian theme but is hard to read quickly and could cause issues in game.

**THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG.**

Back to 1984 – Tried to go with a mor pixel style to suit the game.

**THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG.**

Origami Mommy – Like this version of pixel because the thick outline for visibility as well as the box shape of the letters reflecting the shape of the room and keep it cohesive to the player.

**THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG.**

## Sound Assets

[Bfxr. Make sound effects for your games.](#) – This is software that allows you to make your own in game sounds. It gives you a large variety of settings and tools to play around and make the sounds that we are going to need when developing the game.

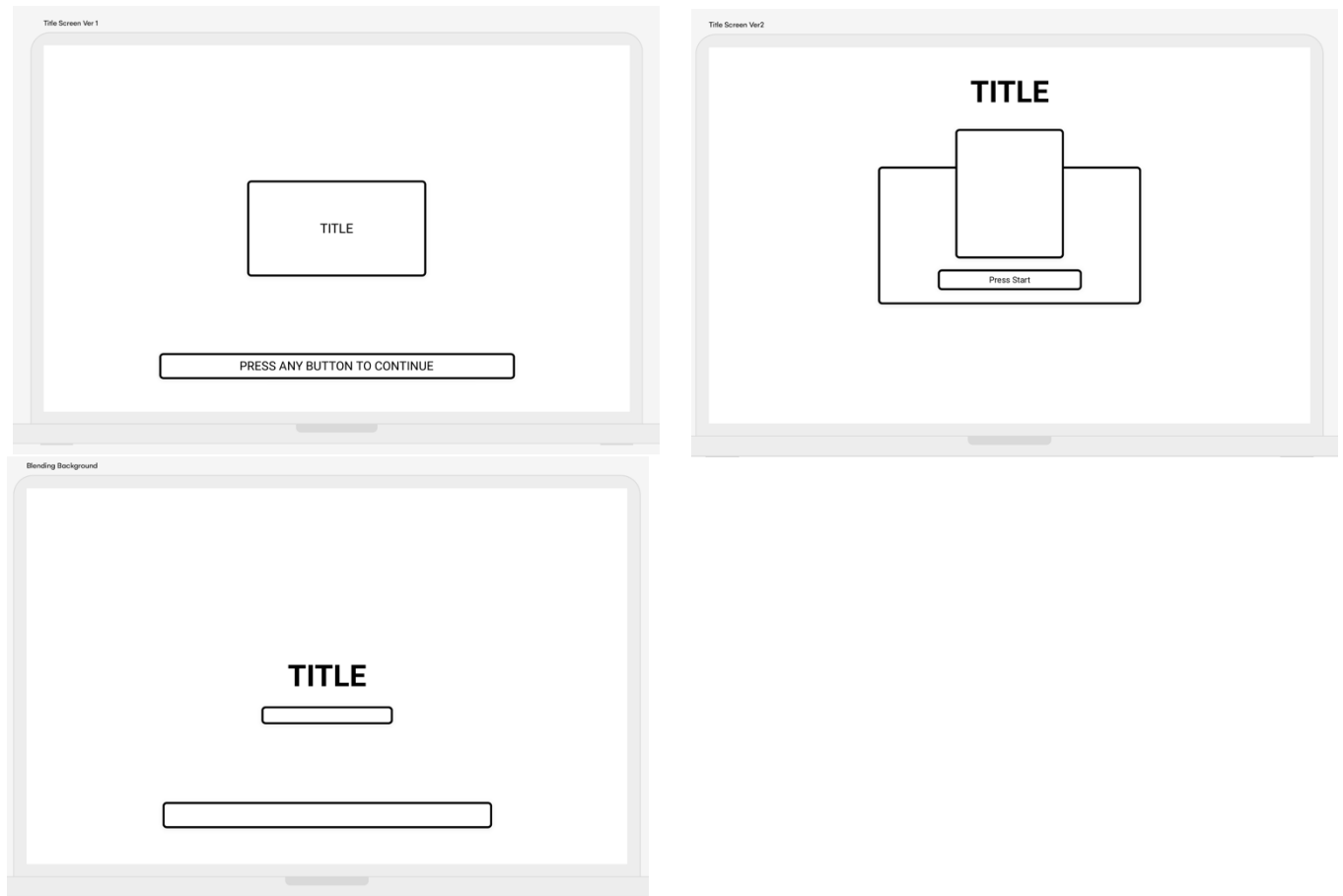
[Search Art | OpenGameArt.org](#) – Open game art is a website that allows you to use music or sound that other people have made. We are going to use this to find music for the game as this is out the scope of anyone’s abilities. This is also free to use in personal projects and means that it can be used legally.

#### Sound List

- Player walks Sound
- Player Melee Attacking
- Player Being Hit
- Player Ranged Attack
- Projectile Hitting
- Enemy Damaged
- Enemy Idle
- Enemy Ranged Attack
- Room Complete
- Entered New Room
- Ability Used
- Pick up item
- Unique Boss Sounds
- Clicking Button Noise
- Boss Room Music
- Normal Room Music
- Main Menu Music

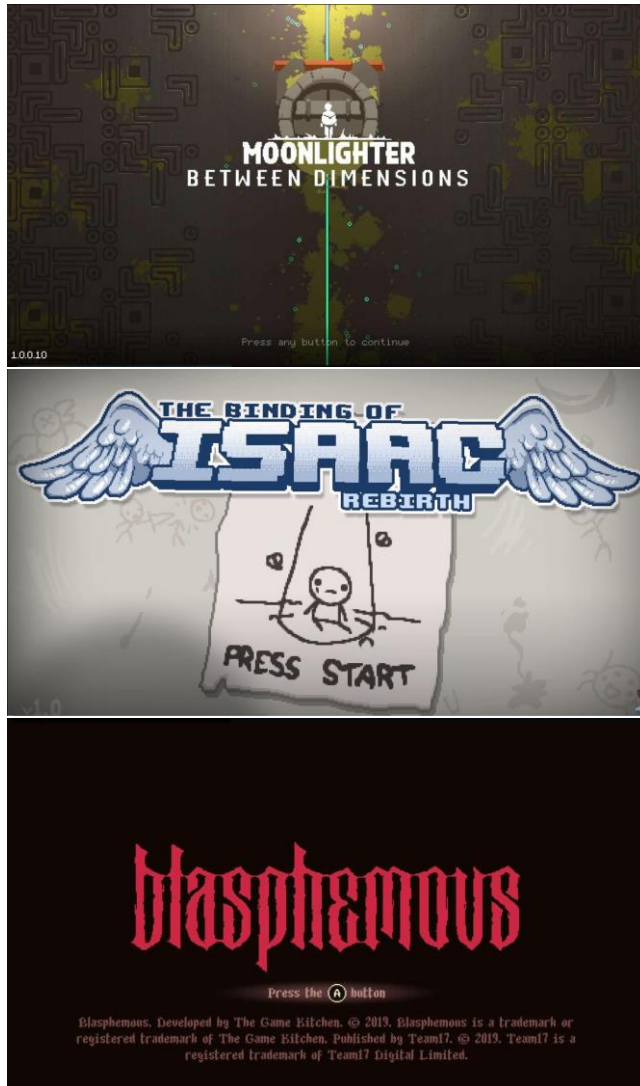
## Horizontal Prototype

### Launch Screen

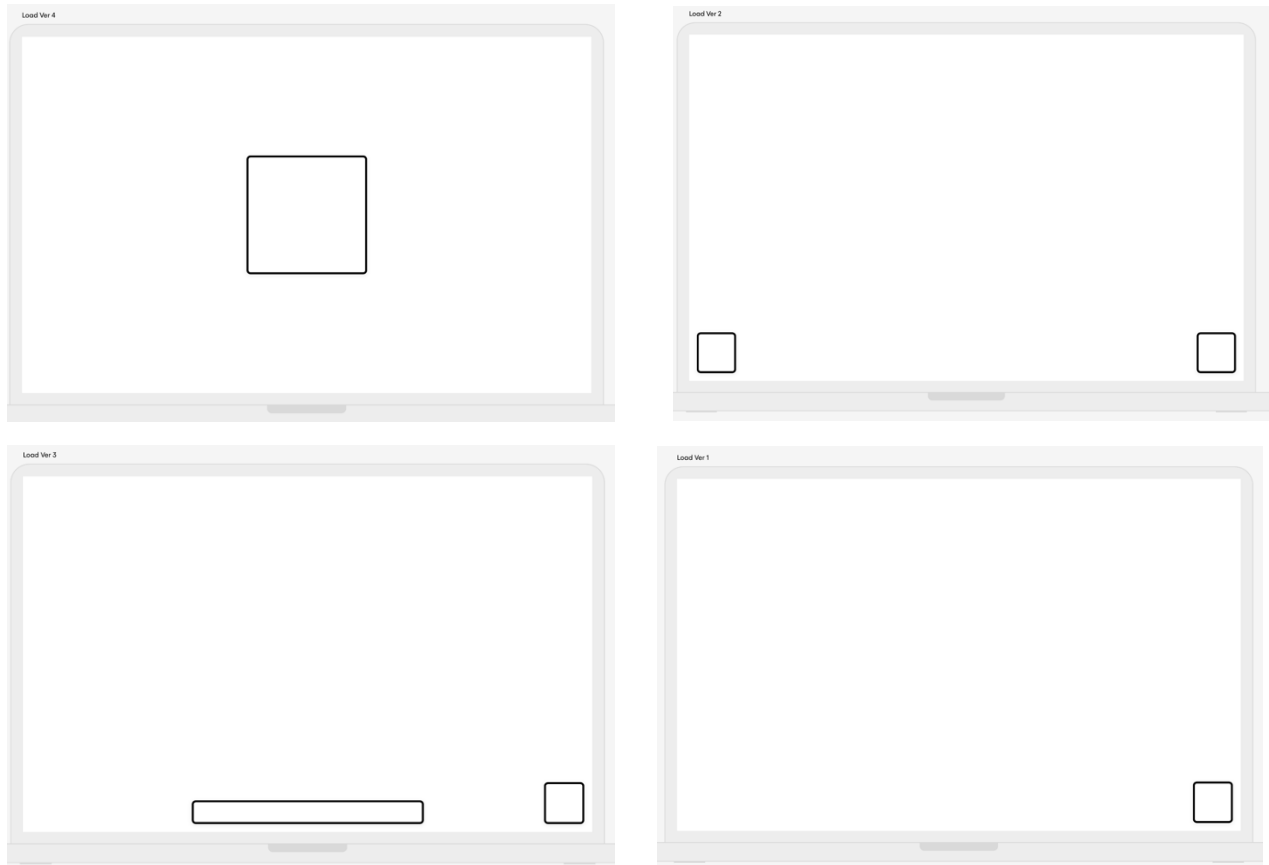


Version one of the launch screens contains the game's title in front of an Egyptian God with a "Press any button to continue" button underneath this, this version took inspiration from "Moonlighter". Version two takes inspiration from "Binding of Isaac" and will have the title near the top centre of the screen with a scroll beneath it, on top of the scroll there will the player and a "Press Start" button underneath. Taking inspiration from Blasphemous, Version 3 will contain the game title in the centre, with the 'press any button to start' button directly underneath and the "Credits to the team" text below that.

## Inspiration

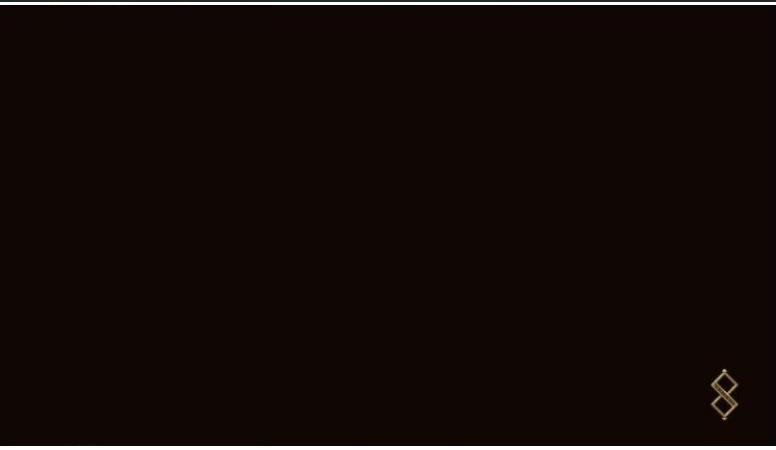
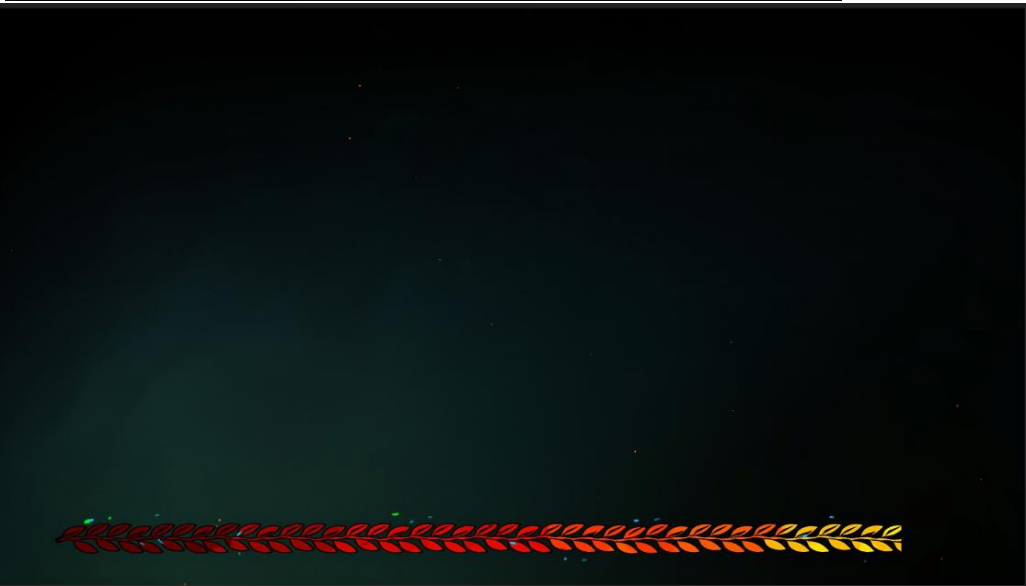


## Loading Screen



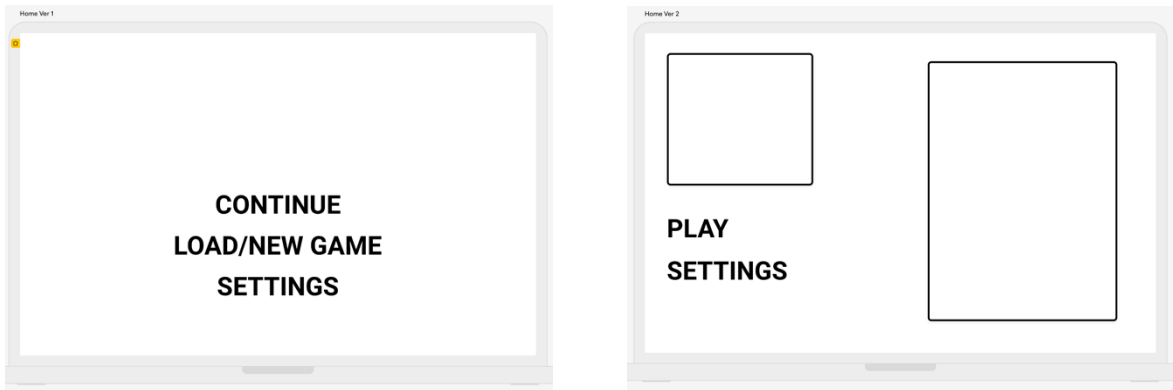
In version one of the loading screens, the logo will fade in & out in the bottom, this version took inspiration from the game “Blasphenous.” The second version will begin on the left and have an animation of a scroll opening, the animation will finish on the right of the screen taking inspiration from “Hades”. For version 3 there will be “Loading...” text in the bottom centre of the screen as well as an animated or still photo to the right. The last version is simply just a colourless to coloured photo of the game’s icon.

Inspiration



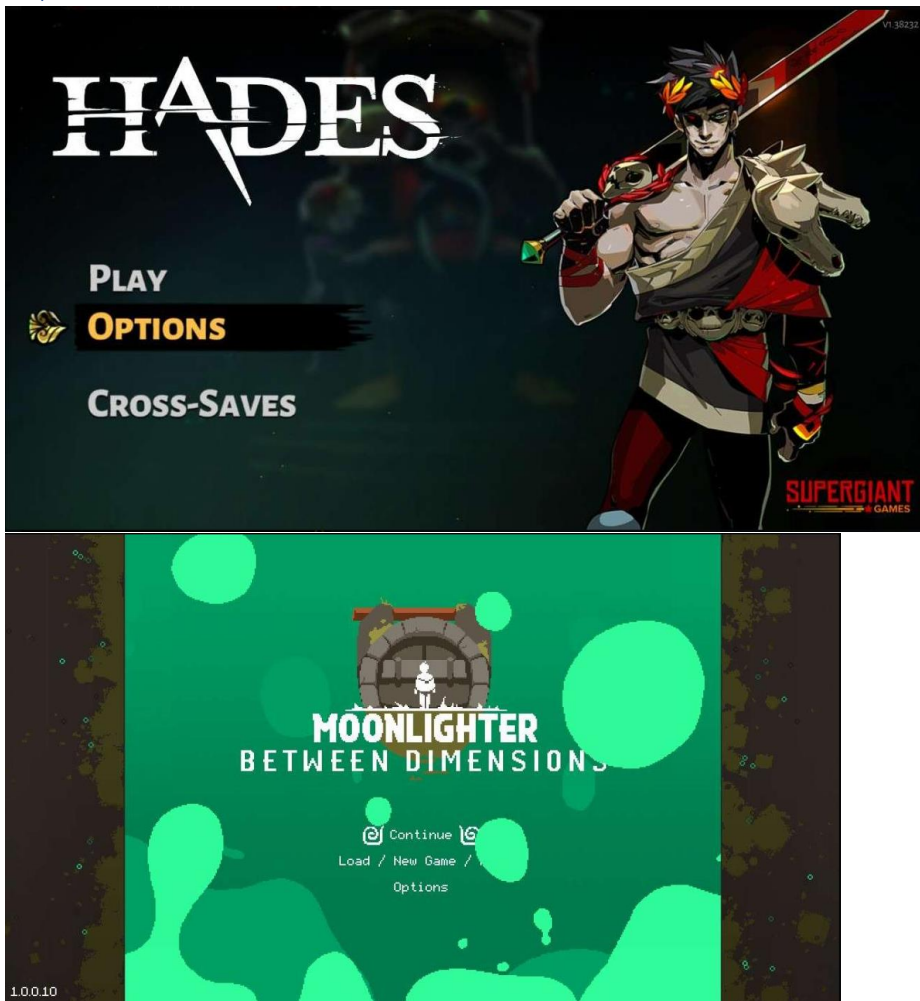


## Home Screen

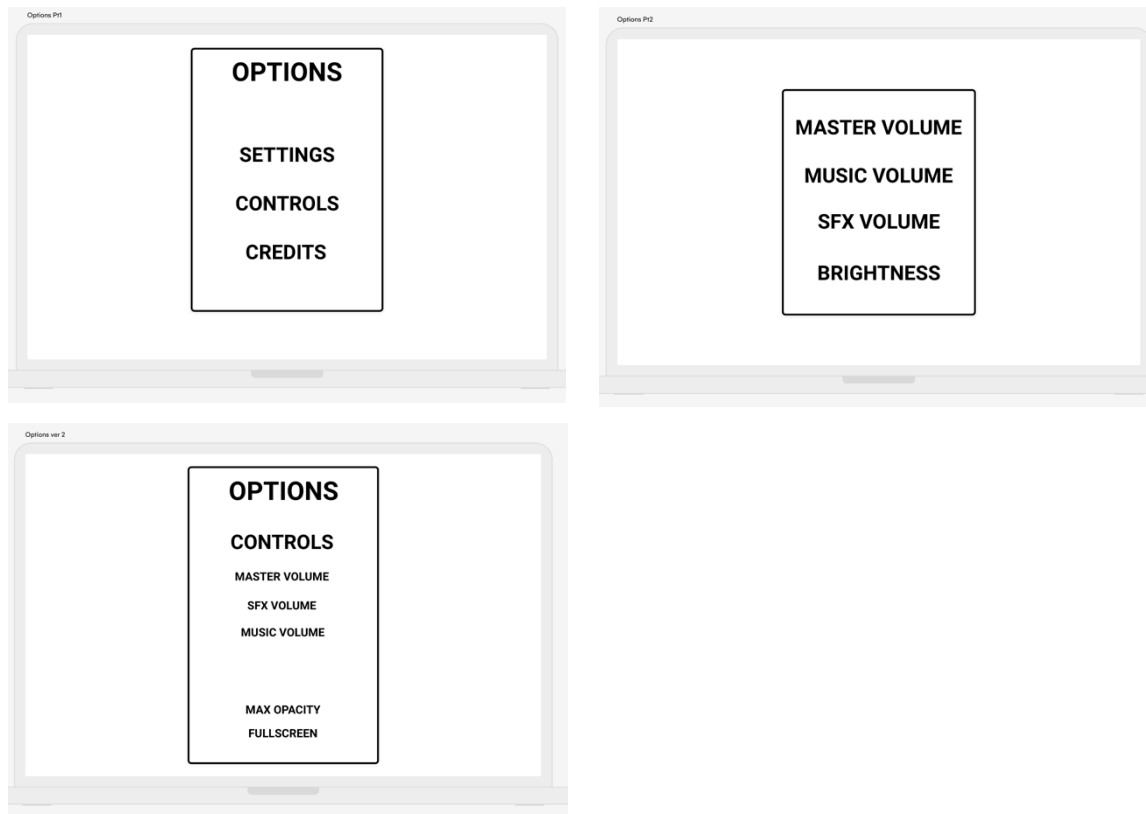


Version 1 of the home screens is a basic, commonly used design with just text buttons on the screen that redirect the user, when necessary, version 2 will be used if saves exist, the play button will load the player's data. The box on the left will be the game logo and the right box will be the character, trial god or bosses.

## Inspiration



## Options Screen



Taking inspiration from “Hades” version one of the options menus will use an ancient scroll or ancient tablet for the borders of the menu with an async design the buttons displayed in-between, the settings button will open a separate menu that uses the same border design allowing the user to alter sound or brightness. Version two uses “Binding of Isaac” as inspiration by having adjustable variables on the screen, it can either be slightly async or just a separate page showing controls.

## Inspiration



## *In-Game Screen*

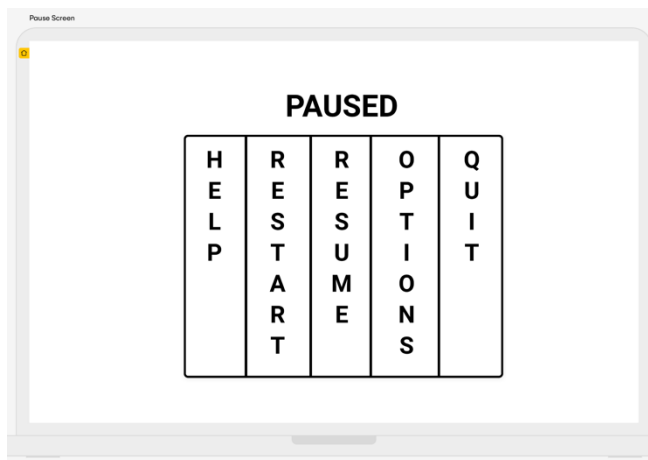


The top left bar will display the player's health, and the top right box will contain their abilities, the bottom left box is the mini-map to help assist the user around the map. The small box under the health bar is for the coins/currency system in the game, displaying how many have been collected so far by the player. The D & E box on the right will display the user's weapon, this placement is optional. This design took inspiration from the game "Moonlighter".

Inspiration

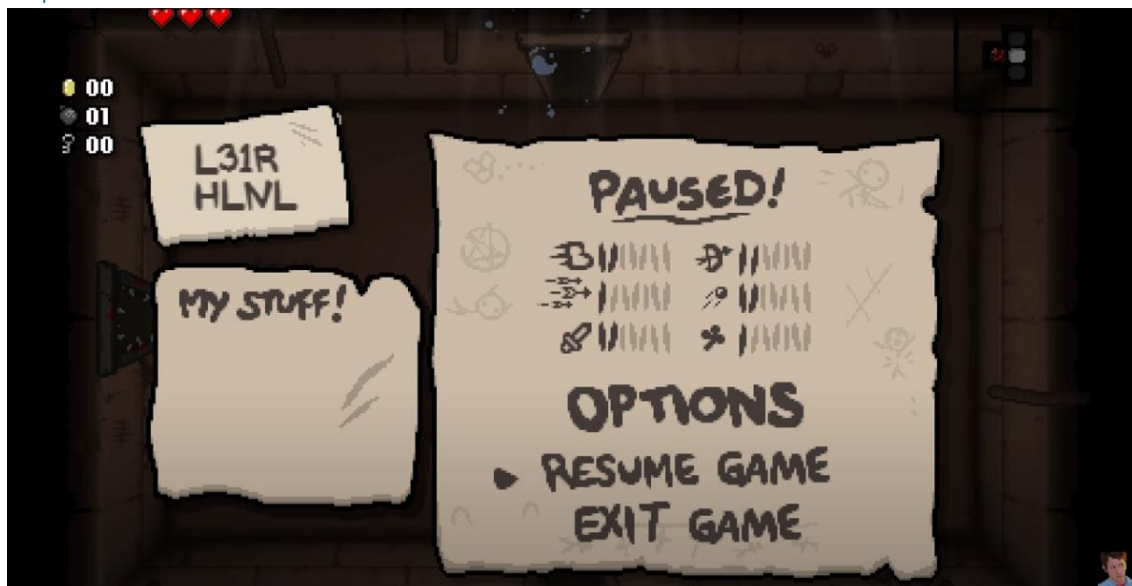


### Pause Screen

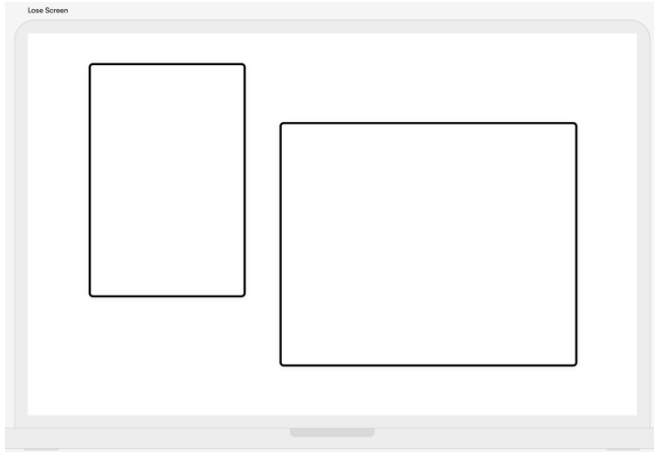


The pause screen aimed to be laid out how Egyptian scrolls are with words being read top to bottom.

### Inspiration



## Lose Screen



The left box will display “You Lose” & the right box displays the stats that they died with.

## Inspiration



## Win Screen

The win screen will be a roll of credits with a dump of info on what you had and used to beat the trial.

## Inspiration



## Vertical Prototype

Basic mechanic tests. Could be done either in team's engine or Unity/UE5 to get a feel of the core mechanic(s) before porting into team's engine.

## Platform Choice

The game due to the time constants and the development in OpenGL means that they game is going to made for PC, but we are trying to make the game have controller support as well as keyboard and mouse to allow a range of players such as people playing on a TV or at a desk. Allowing for causal play.

## Actual Game Logo



## Actual Game Icon





## Actual Game Name

The Trials of Ammit

## Any Additional Content to Support Gameplay

### Controls

The movement system in the game is a top-down, 2D system in which the player controls, the main character, using the WASD keys, to travel up, down, left and right to traverse through the level. One important aspect of the movement system in the game is the ability to fire projectiles and aim melee weapons at enemies. This is controlled using the mouse, and the player must aim them at enemies in order to deal damage. Overall, the game has a relatively simple movement system, but it allows for a variety of different strategies and playstyles depending on the player's preferences and the weapons they are using.

**Player Health** : The health is going to be a numerical system with the base health being 100. It will be edited by the class the player picks.

**Player Damage** : Enemies will have a variety of health meaning the players will have to hit them multiple times. The players damage will be affected by the weapon they are holding at the time as well as the rarity of the weapons or if they have any buff activated. The general feel for the game is that an enemy will take around one to four shots roughly to die depending on their stats. The damage stat can also be changed in the base stat and used for balancing and will be broken down into. **Weak, Average and strong.**

**Movement Speed** : Movement speed will change depending on the class of the player but the faster they move the more likely they are to dodge incoming attacks from the enemies as well as engage them quicker. This stat will be used as a buff and disadvantage depending on the balancing of the game. Exact movement speed cannot be decided until the game has been developed. But can be split into **Slow, Average, Fast and Quick** in this documentation.

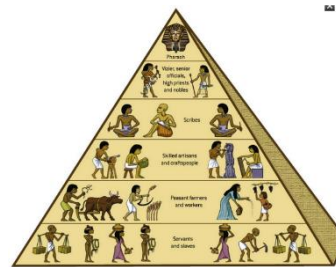
**Attack Speed** : Like the damage is mostly going to be defined by the weapon the player is using as well as the tier that they are using. Again, the player going to have some base stats that increase this. They will also be defined by. **Slow, Average, Fast.**

**Cooldown** : The cooldown of each ability is going to be fixed rate depending on the ability that they are. This is the time between the player using them. The balancing will be important because we don't want the player abusing the mechanics. This means that we will be editing the values once the game is made.

**Range** : The game is not going to have a range stat, but projectiles will travel till they hit a surface or enemy. This will allow the player to hit enemy at large ranges; this will also change depending on the modifier that the weapon has such as the slingshot bouncing will mean it can hit multiple walls before being destroyed.

## Class

Classes will be based of the social hierarchy of ancient Egyptian times. The classes will change the way the player has to play. These characters aren't all balance some of them such as the ones with lower HP will be more challenging meaning the player will have to choose their skill level.



Name	Health (-_-)	Damage (Weak, Average, Strong)	Movement Speed (Slow, Average, Fast and Quick)	Attack Speed (Slow, Average, Fast)
<b>Solider (Default Class)</b>	100 HP	Average	Average	Average
<b>Pharaoh</b>	150HP	Strong	Slow	Slow
<b>Nobles</b>	120HP	Average	Fast	Slow
<b>Priests</b>	75HP	Weak	Quick	Fast
<b>Spearman</b>	100HP	Strong	Average	Average
<b>Charioteers</b>	100HP	Strong	Quick	Slow
<b>Scribes</b>	50HP	Weak	Average	Average
<b>Slaves</b>	25HP	Weak	Fast	Fast

## Weapons

Name	Description	Damage	Speed
Axe	The axe has a short-range attack that does high amount of damage to the enemy. This attack is slower compared to other melee weapons but has the benefit of high damage.	High	Slow
Khopesh	The Khopesh is a sword like object used in Egyptian times. In are game the Khopesh is going to have a wider range of attack and an average attack speed, but damage is lower than other Melee weapons. This attack is going to be like a swing	Low	Average
Spear	The spear is going to be used as a longer ranged melee weapon that will be able to hit targets from a longer distance that other melee weapons	Average	Average
Bow	The bow is going to be a ranged weapon that can be used to penetrate enemies, the damage is going to be high on the weapon but will have a long recharge speed meaning the player will have to use their movement efficiently. There are no ammo restrictions on any ranged weapons	High	Slow
Slingshot	The slingshot will be a rapid-fire ranged weapon it will fire low damage projectiles, the slingshot has a bounce of ability where projectiles will hit an enemy and bounce once of them and potentially hit more enemies. This will allow the player to deal large amounts of damage to crowds of enemies or use it to bounce round corners.	Low	Fast
Javelin	The Javelin in a single shot projectile that is high damage but must be recalled after every use. This will allow the user to target and methodically take out the enemies but will leave them vulnerable at same points.	High	Slow

## Upgrades

There are going to be 5 Upgrades, the player will gain upgraded weapon through drops from the enemies. The further the player travels into the game the higher chance of better loot will drop. Each weapon will have the 5 variations meaning there are going to be 30 variations of weapons in the final product. The upgrades are **Wood, Stone, Bronze, Iron, Gold** each one will increase the stats such as damage or speed of attack. These upgrades will have to be balanced later into development once we have produced the game and know the values for the base attacks.

## Abilities

Name	Ability	Linked To God
Roll	Allows the player to roll / move quickly out the way from the enemies or projectile. Allows for a few frames of no damage to be taken.	Amuns Dash / Air Control
Stun	Stops the enemies in a radius around the player from moving	Horizons of Horus (Stops the Enemies)
Rage	Increase damage and attack speed allowing the player to take down enemies quicker.	Anbuis Power of the Gods
Repel Enemies / Scare	Enemies run away from the player for a small amount of time. Allowing the player time to rest.	Ptata Darkness
AOE Attack	The player calls in something from the sky and it falls around the player doing a AOE damage to all the enemies	Ra Divine Radiance
Room wide Tick damage	The player can use this ability to do a small amount of damage to all the enemies currently in the room. This could be used to finish many enemies that are low HP or get enemies that are unreachable because of range.	Sekemet Electrokinisis
Heal	A quick small amount of temporary health that the player can use to help them when they are in desperate situations	Osiris Vitakinesis
1Up	The player can hold this item and when they die, they will respawn will restart the room and this item will be destroyed.	Book of Life

## Enemies

Enemies Name	Health ( _ - )	Damage (Weak, Average, Strong)	Movement Speed (Slow, Average, Fast and Quick)	Attack Speed (Slow, Average, Fast)	Description
<b>Melee Mummy</b>	50	Average	Average	Average	Base enemy Class that has a swing attack. Must be close to the player to attack
<b>Ranged Mummy</b>	75	Weak	Fast	Average	This is a variation of the Mummy that throws rocks projectiles.
<b>Wolf / Dog</b>	30	Strong	Fast	Slow	A strong CQC enemy that will try and cause chaos.
<b>Snake</b>	10	Weak	Quick	Fast	Melee damage. Fast moving to avoid players attacks

<b>Spitting Snake</b>	40	Average	Average	Average	Ranged version of the snake.
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## Game Setting (Scene) Characters (Potential)

### Osiris



Osiris, God of the deceased, symbolized fertility, death, and resurrection, he ruled Busiris in lower Egypt and taught humans about agriculture, civilization and laws. In the mythology it is said that Osiris' brother Seth was deeply jealous of his power and glory, so much so that Set killed Osiris by cutting his body into pieces and leaving them around Egypt. Once Osiris was dead, Set became king and ruled over Egypt alongside his wife Nephtys. Isis, Osiris' wife and sister recovered his body parts and breathed the breath of life onto his body to resurrect him and allow for them to conceive their son, the god Horus. Osiris then descended into the underworld, in which he became lord of that domain in the New Kingdom he was considered the master of the underground world, the next world – the Afterlife.

### Powers & Abilities

- Necromancy, complete control and authority over the dead.
- Death magic, can make things rot and disintegrate by touching them.
- Vitakinesis, can heal anyone with healing magic.
- Resurrection can permanently bring the deceased back to life.
- Chlorokinesis, complete control and authority of plant life, its growth and health.

By summoning his power, you can bring justice to an unjust situation or receive wisdom to judge a situation wisely.

### Appearance

- Green-skinned.
- Pharaoh beard.
- Royal robe.
- Legs are partially mummy-wrapped.
- Distinctive Atef crown.
- Holds a symbolic crook and flail.

### Ra



The sun god of ancient Egypt, known as Ra, was one of the oldest and King of the deities and father of all creation. He was the creator of Earth, Heaven and the Underworld as well as all the gods and living creatures that live among these three worlds. When Egypt was created, Ra's responsibility was to battle the demonic serpent Apophis for eternity to prevent him from stopping the sun from rising and destroying all life on earth. He had two sons named Osiris and Set and was also worshipped by Pharaohs as they saw him as the primary deity. He possessed many literal forms and was able to combine with other deities such as Amun that represented the raw, universal power of the sun and Horus that represented him in his human form.

### Powers & Abilities

- Far Sight, the power to see everything beneath the sun.
- Increased durability.
- Increased healing factor.
- Pyrokinesis, has complete control of fire.

- Divine Radiance, when in his true form, he has an aura of flame that will burn anyone who comes too close as well as blind mortals that look at him for too long.
- Photokinesis, has complete control of light.
- Resurrection, he can resurrect people from the Land of the Dead but not afterlife.
- Teleportation, he takes the form of fire-like energy sphere to quickly move.
- Transformation, he can transform his size to become taller.

#### Appearance

- Hawk head.
- Scepter in left hand.
- Ankh in right hand.
- Golden disk over head with a serpent around the disk.

#### Sekhmet



Known as the Eye of the Sun, Sekhmet was created from the fire of the sun god Ra's eye when looked upon Earth. Her name has multiple meanings like "the Powerful one," or "the One who loves Ma'at," Ma'at being the goddess of truth, justice, balance and order. Sekhmet was the goddess of the hot desert sun, plague, chaos, war and healing, she was created as a weapon to be used against humans for their disobedience to Ra and them not living in accordance with principles of Ma'at. Sekhmet was portrayed as a woman with a lion head wearing a sun disk, she was seen as the protector of the pharaohs and led them in warfare. She was the companion of the god Ptah and was principally worshipped at Memphis.

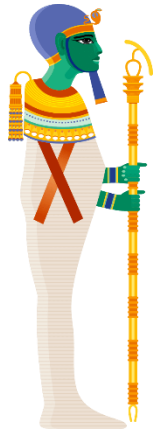
#### Powers & Abilities

- Battle Prowess, enormous strength & destructive power.
- Archery, uses a bow to fire fiery arrows.
- Pyrokinesis, possesses some control over fire.
- Electrokinetics, can produce tremendous amounts of lightning and electricity.
- Vitakinesis, can restore the sick and injured to full health.
- Biokinesis, can manipulate a person's anatomy, infecting them with sickness and plagues.

#### Appearance

- Woman body.
- Glowing red armour.
- Glowing, liquid gold skin.
- Lion head.
- Golden disk over head with a serpent around the disk.

### Ptah



Ptah was originally worshipped as the God of craftsmen and builders; however, he is also the God of Darkness, he also spoke the words that inspired the creation of the universe. The long capital of Egypt, city of Memphis was linked to Ptah and originally named "temple of the soul of Ptah" among other names. As Ptah was the god who created all other deities, he was worshipped as the patron of craftspeople and architects. He was often associated with or fused or associated with other Gods, particularly Osiris and Seker.

#### Powers & Abilities

- Can create things by speaking their names.
- Can open portals.
- Can summon a horde of rats.

#### Appearance

- Bearded figure.
- Bald, wears a tight cap,
- Elaborately decorated neck collar.
- Body wrapped in tight garment with only hands free.

### Amun



Amun, god of air, was one of the eight primordial Egyptian deities referred to as king of the gods and became a nationally worshipped god in the New Kingdom. His name meant the Hidden One, as he represented the element of "hiddenness" or "obscurity" making no more powerful or significant than other gods as they represented more clear and defined concepts like "darkness" or "water". He allowed room for people to interpret and define him based on their own understanding of what they needed him to be. Amun was associated with the sun god Ra and once they merged, he became a visible and invisible deity and known as Amun-Ra. It was said that Amun not only created himself, but everything else in the universe, however he distances himself from it as "the original inscrutable and indivisible creator".

#### Powers & Abilities

- All seeing.
- All hearing.
- Resurrection.
- Can control elements.
- Change form at will to appear in any shape or size.

#### Appearance

- A man with a ram head.
- A ram.
- Wears double-plumed headdress and the plumes have alternating colours of either red & green or red & blue.
- Wears several pieces of jewellery including a broad collar or necklace, bracelets and armbands.
- Clothing is either a kilt or tunic with decorated shoulder straps.
- Hands hold an ankh in the right and a scepter in the left.

## Horus



A god in the form of a falcon named as Horus' right eye was the sun or morning star, representing power and quintessence, their left eye was the moon or evening star, representing healing. He was the helper of Ra and symbolized the powers of the Pharaoh during most of Egyptian history. In many places, Horus appeared as a local god under different names such as Harmakhis ("Horus in the Horizon") and Harpocrates ("Horus the Child") as well as many more. His father was Osiris, and after avenging his father's death he inherited the right to rule over Egypt and is now one of the most important gods.

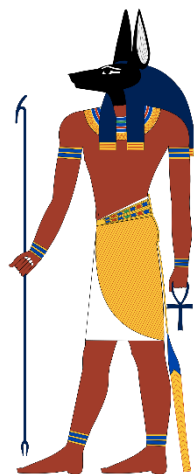
### Powers & Abilities

- Shapeshifting, can transform into different animals and forms.
- Storm creation, power over storm manipulation (possibly).
- The eye of Horus, used for prosperity & protection.

### Appearance

- A falcon or human with falcon head wearing a crown with a cobra or double crown.
- Sometimes seen wearing a Nemes headdress.
- Wears broad collar called wesekh.
- Sometimes seen wearing the pschent.
- Holds ankh and scepter or staff.
- Sometimes shown holding a shield or a bow and arrow.

## Anubis



Prior to Osiris taking over the underworld, Anubis patrolled there during the Old Kingdom, he was a deity that assisted in the afterlife. He was known as god of the dead and was portrayed as a jackal or man with the head of a jackal. Anubis was also known as "Lord of the Necropolis", his main job was to bring the spirit of the dead to the other world or the Duat, Duat being the realm of dead in ancient Egyptian mythology. The colour black was chosen to symbolise the decay of the body as well as the fertile soil of the Nile River Valley which represented regeneration and life. His job was to be the protector of the dead and ensure their due rights of being buried was received and he stood by them in their life after death to assist their resurrection.

### Powers & Abilities

- Power over death.
- Able to walk between worlds. (Crossing dimensions)
- Superhuman strength.

### Appearance

- Head colour is black.
- Man with head of a jackal.



Bibliography

Appendices