The user starts into the mortuary temple.
A voice tells him everything about the pyramid through all the tour.
Here the user learns all the commands.

The whole experience is done by the user with a 1st-person view.
Some boards are not drawn with such view in order to explain better the scene.

Here the user starts.
A voice tells how to move and look around.
The room and the next one are used for this purpose.
Here the user learns how to pick up/release an object.

At this point, the object could be anything (maybe a shovel), due to the fact that the time is present (it will become "past" later).

Here the user learns how to interact with the elements in the world:

Element ≠ Object: The door moves, but it cannot be picked up.

Up to now, there is enough light!

Use ambient lights!
In this chamber is triggered the historic reconstruction. All the other rooms contain only some elements to see and a voice which tells something about the room.

Here the sarcophagus can be opened and the user is allowed to go in.

As the user is closed in, it is teleported into the first hypothesis of pyramid's construction.

First hypothesis model

This model represents one of the hypotheses: a sand ramp built around the pyramid. Here the user can try to push a stone up to the top of the ramp.
Here the user starts the reconstruction #1.

The torches on the walls are all lit but 1, which can be picked. It can be turned on by moving it near another torch. It can be moved with the hand. It cannot be turned off.

The voice tells the user how it works.
The user can try to move the stone to the top of the pyramid. The stone can fall down, so the user have to start again.

This is not the view of the user, it is drawn to make the idea.
Once the user brings to the top the stone, a voice tells why this technique cannot be applied to construct the pyramids.

The user can use the sledge to pull a block and compare it to push a block without the sledge. Now the user do not have the same strength as before, so it can notice the difference.

Return to sarcophagus to move to next reconstruction.
SECOND HYPOTHESIS MODEL

IN THIS RECONSTRUCTION, THE BLOCKS ARE LIFTED USING SOME LEVER AND SUPPORTS.

Past 2 - Explanation + Interaction

Here the voice explain to the user how it works, and the user have to move the stone up of 1 level.

The way to proceed is the following:

Past 2 - Interaction (Cooperation?)

1. Pull the two lever
2. Add a tile under the stone
3. Add a tile under the lever
Repeat.

At last, user move the stone over the first level.

Move to Sarcophagus to return back to "Present"