LDD WIP – Boxy's Great Escape

Contents

Story of Boxy and his Escape

- Boxy is trying to escape one of the most tightly secured prisons in the Galaxy when his cell is opened remotely by an unknown individual.

- Boxy is tasked by the mystery helper with reaching a specified sector of the prison where he is told a ship is ready to pick him up and get him out upon his arrival.

- With no further instructions, it is up to Boxy to find his way through the prison and make his grand escape from this mobile prison.

- As he makes his way through the ship, he finds multiple paths that will hopefully lead him to where he needs to go.

- Along the way, Boxy encounters countless robotic guards and dangerous traps that threatens Boxy and his escape from imprisonment. Will he make it out alive?

Reference Images

Environment

Figure 1 In the vast emptiness of space, Boxy is kept in a mobile prison known to be one of the most secure ships in the Galaxy.

Figure 2 The prison's interior is composed of many long, winding, and intersecting hallways which are lined with the cells of the other prisoners.

Setting

Figure 3 The ship that holds Box flies through space, almost autonomously, as the level from this 'game' takes place in a sci-fi galaxy that is either many years or lightyears away, or even both.

Figure 4 The walls and floors which are made from sleek and dependable metal sheets stretch far from one hallway into the next, with different paths diverging and converging at different points throughout the ship.

Characters

Figure 5 Boxy, like his edges, is sharp witted and determined to obtain freedom by maneuvering through the daunting and dangerous prison and rendezvousing with his rescuer(s).

Figure 6 This unknown individual has yet to reveal their identity and intentions with Boxy, all we know is that they're responsible for unlocking Boxy's cell and assure that Boxy can escape with their help.
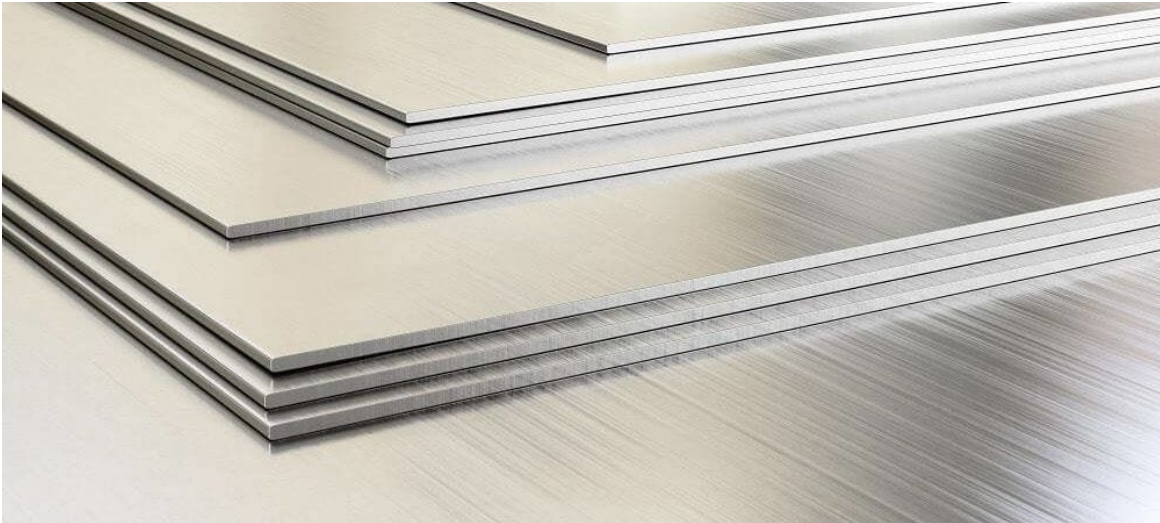
Features

Figure 7 Sturdy and clean sheets of metal used to line the ship's interior and exterior, seen everywhere in the level.
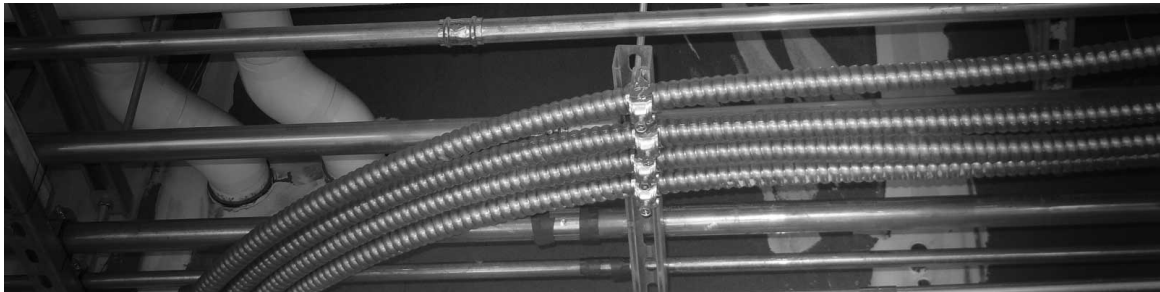

Figure 8 Exposed wires and pipes help sell the sci-fi theme and shows the low maintenance the ship is kept in.

Figure 9 Everywhere in the ship, brightly lit LEDs can be found making sure everything in the ship remains visible.
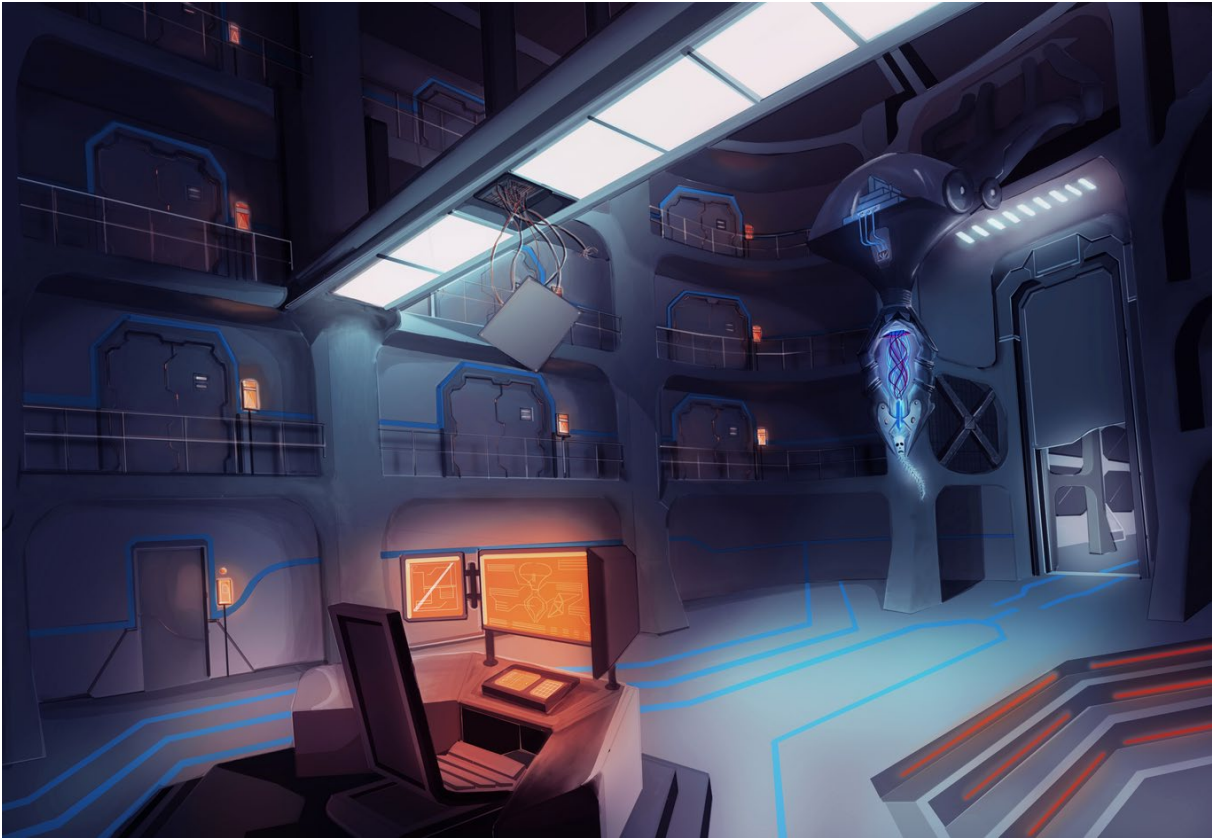
Theme

Figure 10 Upon exiting his cell, Boxy starts to accumulate a sense of freedom as he is introduced to the idea of escaping.

Figure 11 After progressing through the level, the dock and ship can be found which will finally grant Boxy his freedom.

Diagram – Parti Diagram of Entire Level (Rough)

SEMI · LINER

3 DIFFERENT PATHS THAT ALL LEAD TO THE END

BOXY'S CELL (START)

POSSIBLE SILHOUETTE OF SPACE SHIP

RESCUE SHIP AT THE END (FINISH)