IDEAS

ESCAPE is the theme

MARKS FOR GAMEPLAY MECHANICS, WOW FACTOR, DIVERSITY OF THEME???

Escape from somewhere – boring

Gas/liquid escapes from container, player must sort it out?

Escape key????

The Stanley Parable

Out cloak (ex- cappa [medieval latin])

Someone is escaping from you

Maze

Super Mario Maker – you generate a maze; other people try to complete it – 3D inside/around a cube with traps (Kula world)

Name –

Interwoven

MAP GENERATION

ENEMIES AND TRAPS

HEALTH BARS

ITEM PICKUPS

HIGH SCORE FOR LEADERBOARD

EASTER EGGS

2D top down for each side, 3D aspect is the fact is a cube

Layers of cube, each escape point is a ladder upwards to the next layer, fits escape theme

TREACHERY – cold steel, frozen wasteland – STEEL BLUE, WHITE

FRAUD – earthy trench dirt type - BROWNS

VIOLENCE – trees and burning sands – DARK YELLOWS AND GREENS

HERECY – flaming crypts, rocky lava – RED AND GREY

ANGER – bullshit water level – BULLSHIT WATER BLUE AND SAND

GREED – neon casino – NEON COLOURS PINK AND GREENS

GLUTTONY – food hall – GOLD AND SILVER

LUST – wild west, borderlands, dusty wasteland – LIGHT BROWNS, YELLOW, ORANGE, PALE GREEN

LIMBO – the pagans, pleasant suburbia – PLEASANTVILLE WHITES AND GREENS