

# The Entities

By Jayden Martinez, Nathan Escobar, Favio Jimenez, Emily Miller,  
and Eddie G.

Ideas that didn't make the cut

- Killer Santa
- Murder Mystery



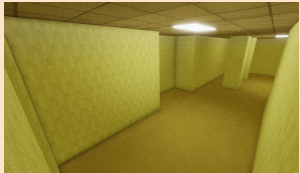
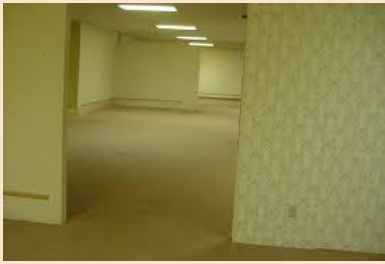
# Overview

- You have no-clipped into the Backrooms
- You need to escape
- Each room is a different level of the Backrooms
- Each room will have its own difficulty/puzzle that will lead into one another until the end



# Emily

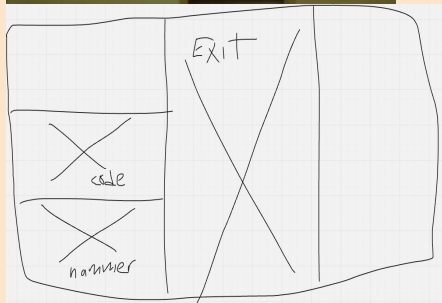
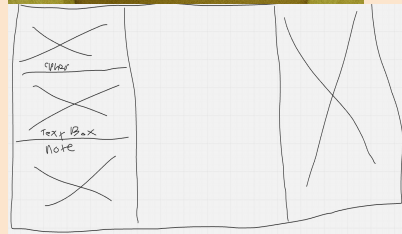
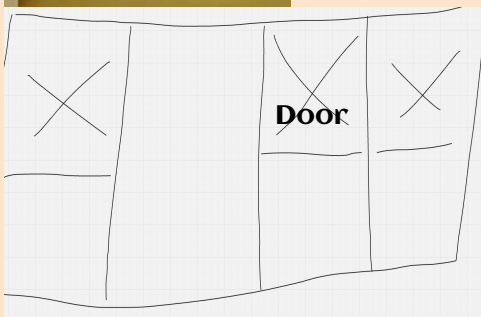
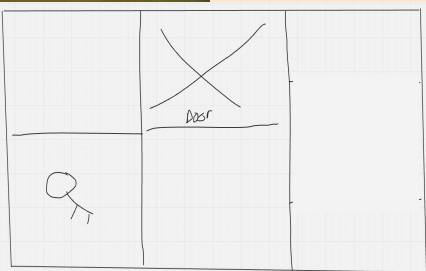
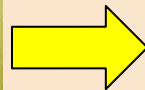
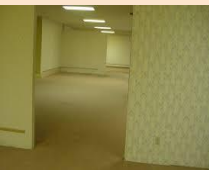
## Level 0



Final ending  
leads to the  
escalator that  
leads up to  
Jayden's room.

### Puzzle Ideas

- Ambiance
- ~~Three~~ different rooms to pass through
- The second room they will need the key from the first room to get to the door. They will see  $\frac{2}{3}$  of the code numbers
- They will see a cipher text that reveals what the note means in the room past the door.
- The final room will be with a code and a hammer to break the boards and escape.





Cursor will  
show when  
hovered→



Note clicked will show the  
first model

3

7





Tewx xli qsrwxiv



← Model of  
bigger  
image when  
clicked

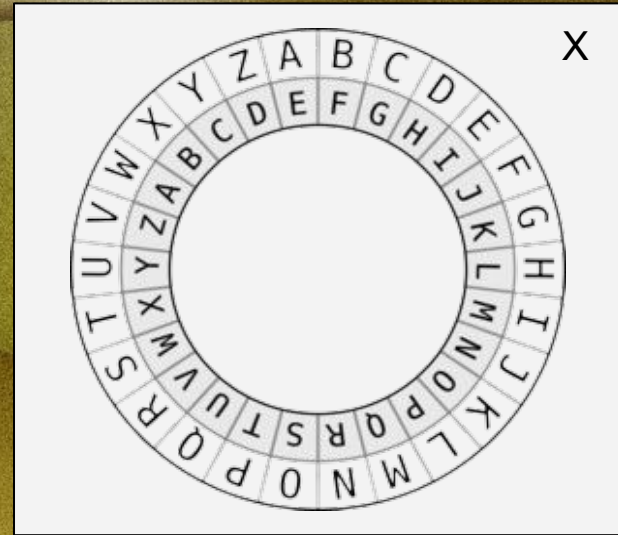


Tewx xli qsrwxiv

Type here



← Model of  
bigger  
image when  
clicked





Tewx xli qsrwxiv  
After Decoded

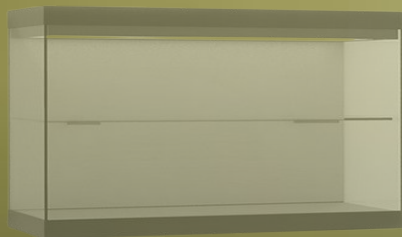


Jumpscare  
When clicked →



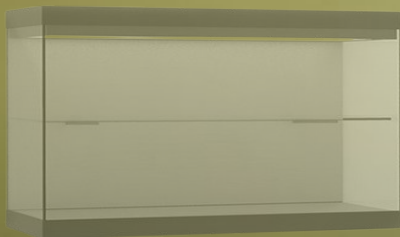
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|   |   |   |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
| 0 |   |   |



Type here

|   |   |   |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
|   | 0 |   |



**Wood  
breaking  
sound effect  
when clicked**



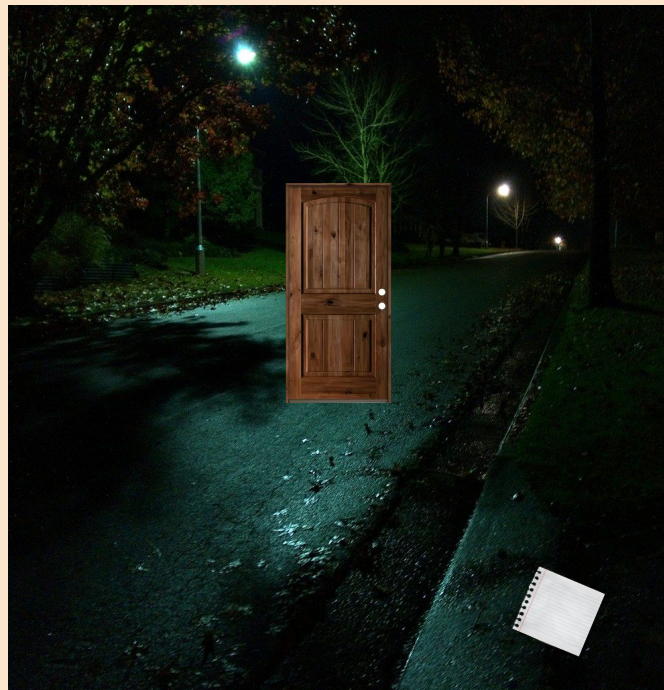
EXIT





# Jayden

- Level 9 - The Suburbs
  - Unnerving music will play
  - Music will increase as the level's entity approaches
    - At a certain point, if the player doesn't escape, they'll get jumpscared by said entity.
- Puzzle
  - There will be 3 streetlights that will flicker.
  - You will have to enter a code into a door with a code lock.
  - The number of times a streetlight flickers will indicate how many times you have to input that streetlight's number into the door which will lead to another room.
    - E.g. If the first streetlight(1) flickers 4 times, you will input 1 four times into the door.
  - There will be a piece of paper on the floor that will provide a hint.





# Digital Mockup

*many to change*

will provide hints depending on  
how many times player fails





# Digital Mockup

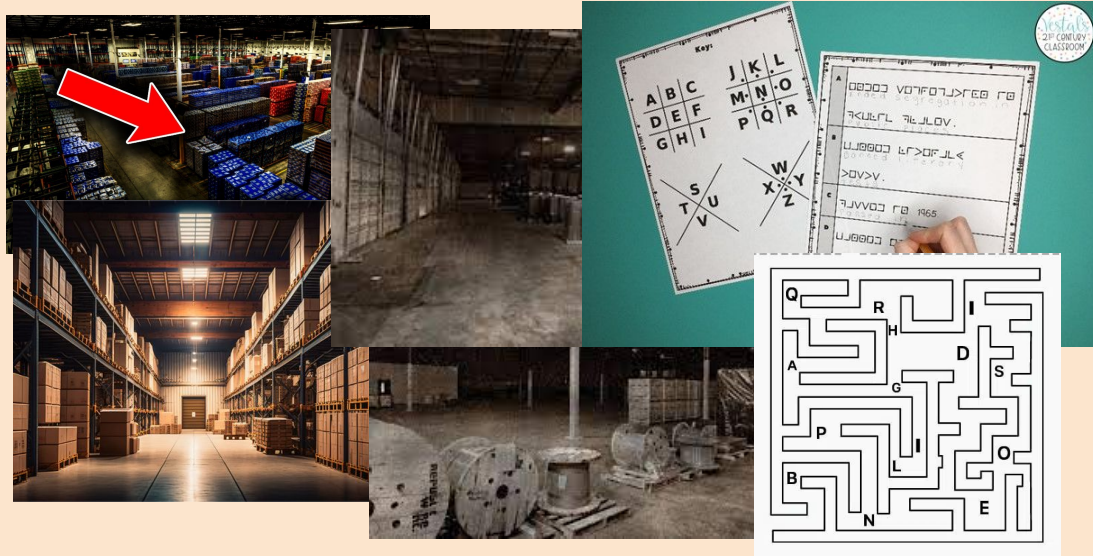
*many to change*

will provide hints depending on  
how many times player fails





# Eddie - The Warehouse (Lvl 20)



**Background Info:** Jayden's level ends with a random door in the middle of nowhere within the suburbs. Once the user completes Jayden's puzzle(s), they will click on the door which leads them to my page(s). My Backrooms level is The Warehouse which consists of an infinite Warehouse filled with shelves full of supplies. The user realizes that the Warehouse has an entity which wants to kill them if they don't leave so the user needs to keep finding clues around the Warehouse to escape from it. The easiest way to leave is to locate a corridor without any lights, completely drenched in fluid found throughout the rest of the floor.

## **Puzzle Ideas:**

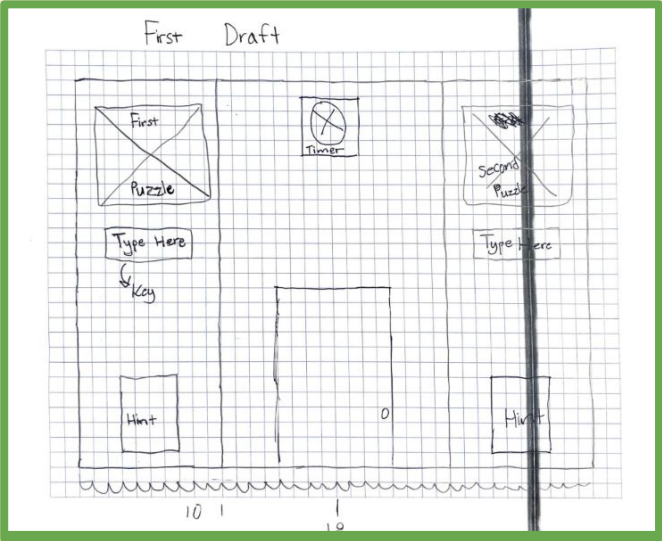
- Have little important details around the Warehouse or supplies that the user can use to solve a puzzle
- Maybe for one segment within my entire page can be where the user must organize boxes in numerical order, sequential order, or color coordinated them.
- Codes that the user has to figure out in order to go to different locations within the warehouse until they find the key/exit.
- Include a timer where if user fails they get jumpscared by the entity within the Warehouse.

## **Actual Puzzles/Components:**

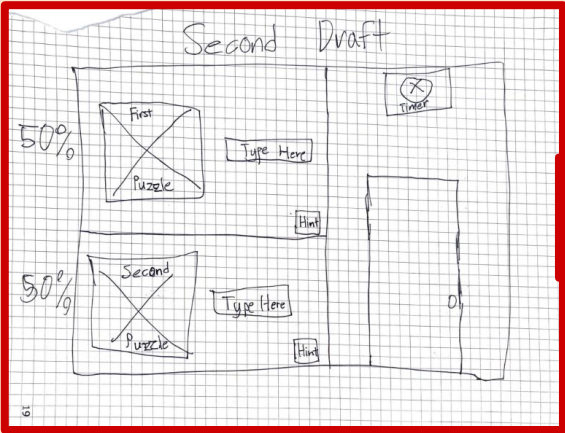
- Click on several boxes to access lock or to begin other puzzle
- Have a timer with a jumpscare if it ends
- Decrypt/decipher message from different corresponding boxes
- Use message to get key to door to exit
- Entity following user so keep going from puzzle to puzzle to win on time (at least 2-3)
- Morse Code w/ sound or lights to correspond w/ letters, colors, and/or words
- Decrypt/decipher 2-4 boxes until a key is given to exit
- Solve equation/problem
- Letter maze/puzzle to find words



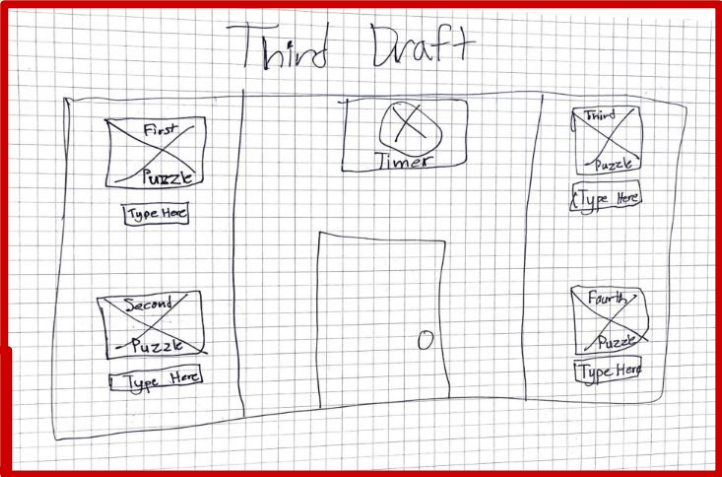
# Eddie - Three Possible Layoutss



First Draft



Second Draft

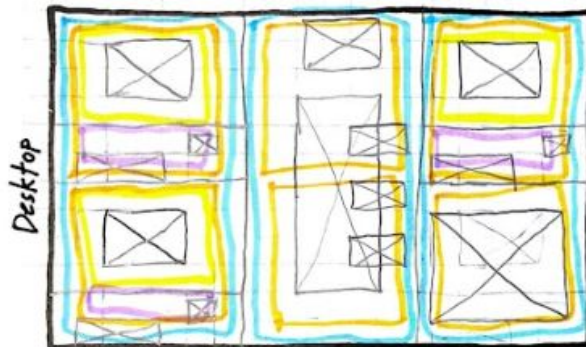


Third Draft

# Eddie - Annotated Wireframe

The Multiple Representations of a Responsive Website!

NAME: Eduardo Gomez  
→ all corners



body  
h: 100vh  
w: 100vw  
d: flex

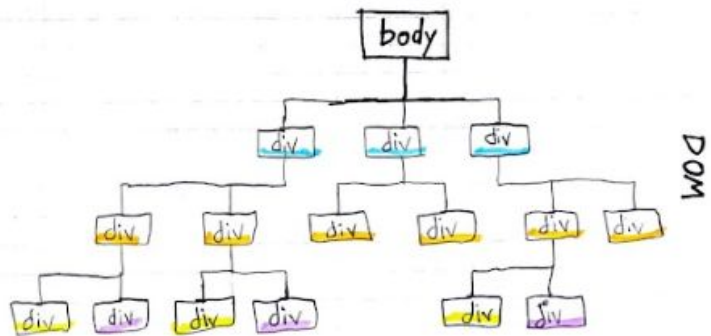
column  
h: 100%  
w: 33.33%  
d: block

half  
h: 50%  
w: 100%  
d: block

box  
h: 75%  
w: 100%

type  
h: 25%  
w: 100%

could be subjected  
to change to 70%  
& 30%.

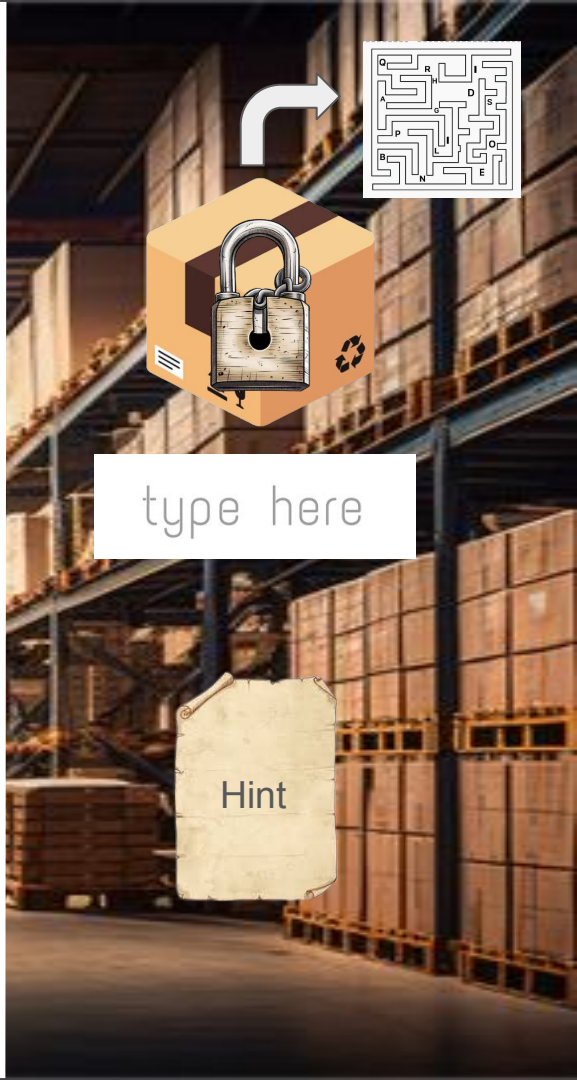


# Eddie - The Warehouse (Lvl 20) - Mockup 1

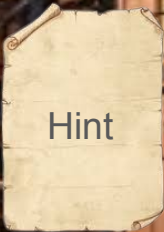
|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | • | J | • | S | • | • | • |
| B | • | K | • | T | • | • | • |
| C | • | L | • | U | • | • | • |
| D | • | M | • | V | • | • | • |
| E | • | N | • | W | • | • | • |
| F | • | O | • | X | • | • | • |
| G | • | P | • | Y | • | • | • |
| H | • | Q | • | Z | • | • | • |
| I | • | R | • |   |   |   |   |



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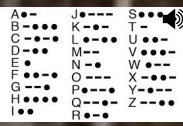


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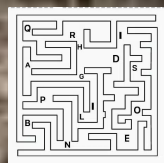




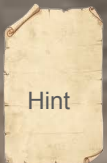
# Eddie - The Warehouse (Lvl 20) - Mockup 2



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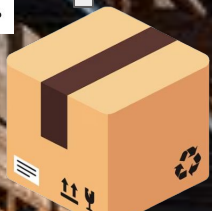


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# Eddie - The Warehouse (Lvl 20) - Mockup 3

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | • | J | • | S | • | • | • |
| B | • | K | • | T | • | • | • |
| C | • | L | • | U | • | • | • |
| D | • | M | • | V | • | • | • |
| E | • | N | • | W | • | • | • |
| F | • | O | • | X | • | • | • |
| G | • | P | • | Y | • | • | • |
| H | • | Q | • | Z | • | • | • |
| I | • | R | • |   |   |   |   |



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Hint



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Hint



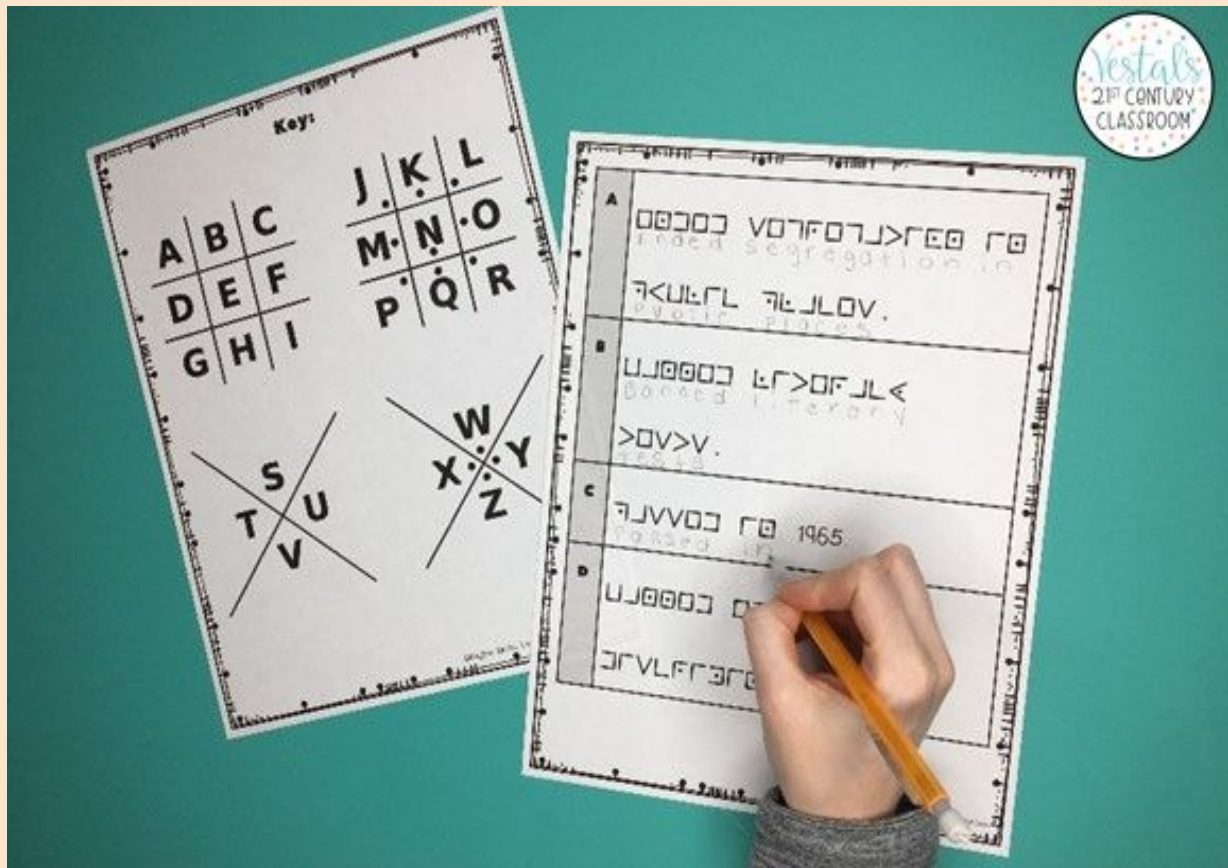
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Hint



Objective





# Eddie - The Warehouse (Lvl 20) - Mockup 3



|           |           |           |
|-----------|-----------|-----------|
| A ● -     | J ● - - - | S ● ● ●   |
| B - ● ● ● | K - ● -   | T -       |
| C - ● - ● | L ● - ● ● | U ● ● -   |
| D - ● ●   | M - -     | V ● ● ● - |
| E ●       | N - ●     | W ● - -   |
| F ● ● - ● | O - - -   | X - ● ● - |
| G - - ●   | P ● - - ● | Y - ● - - |
| H ● ● ● ● | Q - - ● - | Z - - ● ● |
| I ● ●     | R ● - ●   |           |

Hint

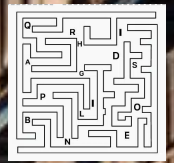
# Eddie - The Warehouse (Lvl 20) - Mockup 3

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | • | J | • | S | • | • | • |
| C | • | K | • | T | • | • | • |
| E | • | L | • | U | • | • | • |
| G | • | M | • | V | • | • | • |
| I | • | N | • | W | • | • | • |
| O | • | P | • | X | • | • | • |
| R | • | Q | • | Y | • | • | • |
| T | • | R | • | Z | • | • | • |



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Hint



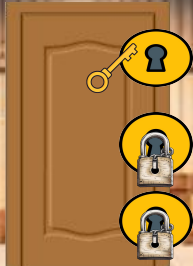
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Hint



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Hint



Objective



# Eddie - The Warehouse (Lvl 20) - Mockup 3



Key:

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| A | B | C | J | K | L |
| D | E | F | M | N | O |
| G | H | I | P | Q | R |

|   |   |
|---|---|
| S | U |
| T | V |

|   |   |
|---|---|
| W | Y |
| X | Z |

vestals  
21st CENTURY  
CLASSROOM

A. כנסתם נותנתם רעב רעב  
food segregation in  
your prison.

B. אנוסותם לרופאים  
doctors' testimony  
>OV>V.

C. אנוסותם רעב 1965  
starved in

D. אנוסותם רעב  
starved in  
JFVLFRGR

Hint

int

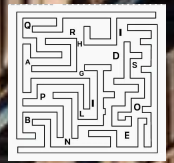
# Eddie - The Warehouse (Lvl 20) - Mockup 3

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | • | J | • | S | • | • | • |
| C | • | K | • | T | • | • | • |
| O | • | L | • | U | • | • | • |
| T | • | M | • | V | • | • | • |
| I | • | N | • | W | • | • | • |
| G | • | O | • | X | • | • | • |
| P | • | Y | • | Z | • | • | • |
| R | • |   |   |   |   |   |   |



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Hint



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Hint



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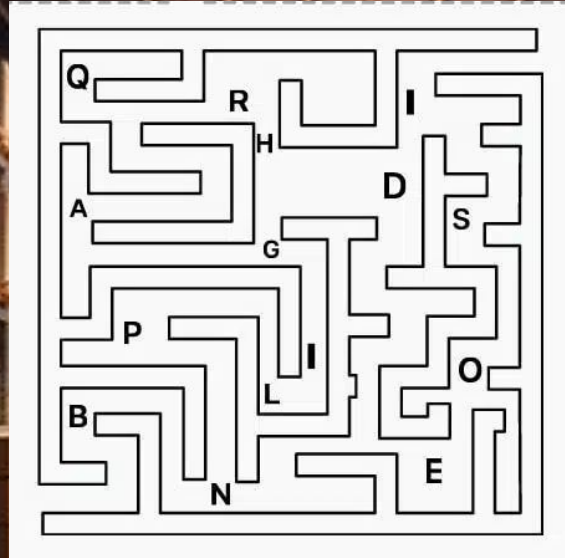
Hint



Objective



# Eddie - The Warehouse (Lvl 20) - Mockup 3



Hint

# Eddie - The Warehouse (Lvl 20) - Mockup 3

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | • | J | • | S | • | • | • |
| C | • | K | • | T | • | • | • |
| O | • | L | • | U | • | • | • |
| T | • | M | • | V | • | • | • |
| I | • | N | • | W | • | • | • |
| G | • | O | • | X | • | • | • |
| P | • | Y | • | Z | • | • | • |
| R | • |   |   |   |   |   |   |

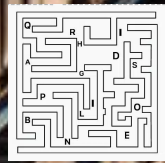


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Hint



EM



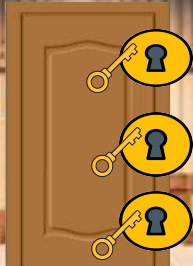
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Hint



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Hint



Objective

# Favio Level 21: Numbered Doors

It will be a time based one where you will be flashed a list of random numbers and you'll have to go through a series of doors progressively getting harder and harder with the last being almost impossible

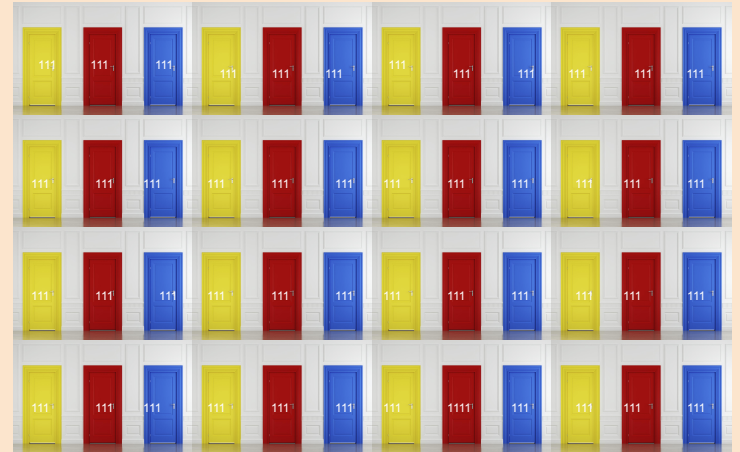
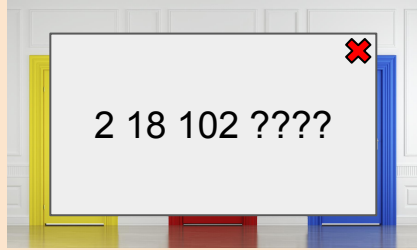
It will start with like 1 door, then 2, then 3, then 5, then 9, then 37 doors

After EVERY the codes will randomize and you will restart from the beginning

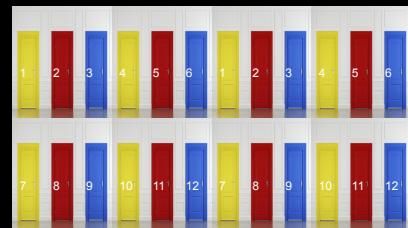
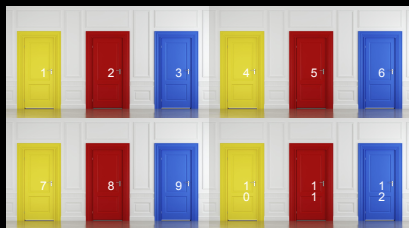
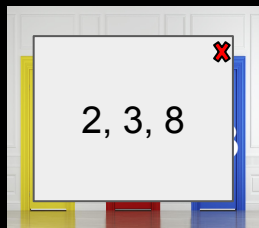
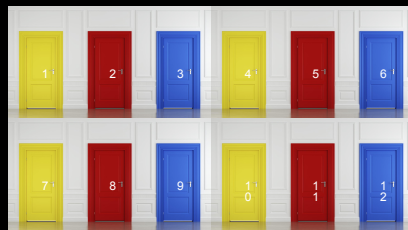
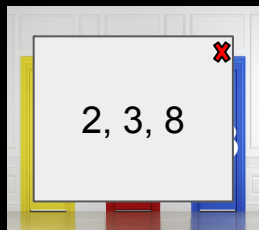
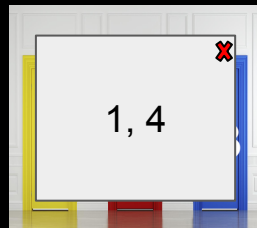
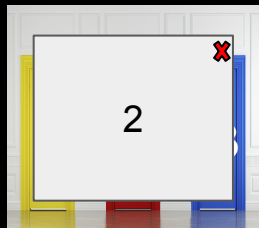




# Favio Level 21: Numbered Doors



# Favio Level 21: Numbered Doors



Lvl

1

2

3

4

5

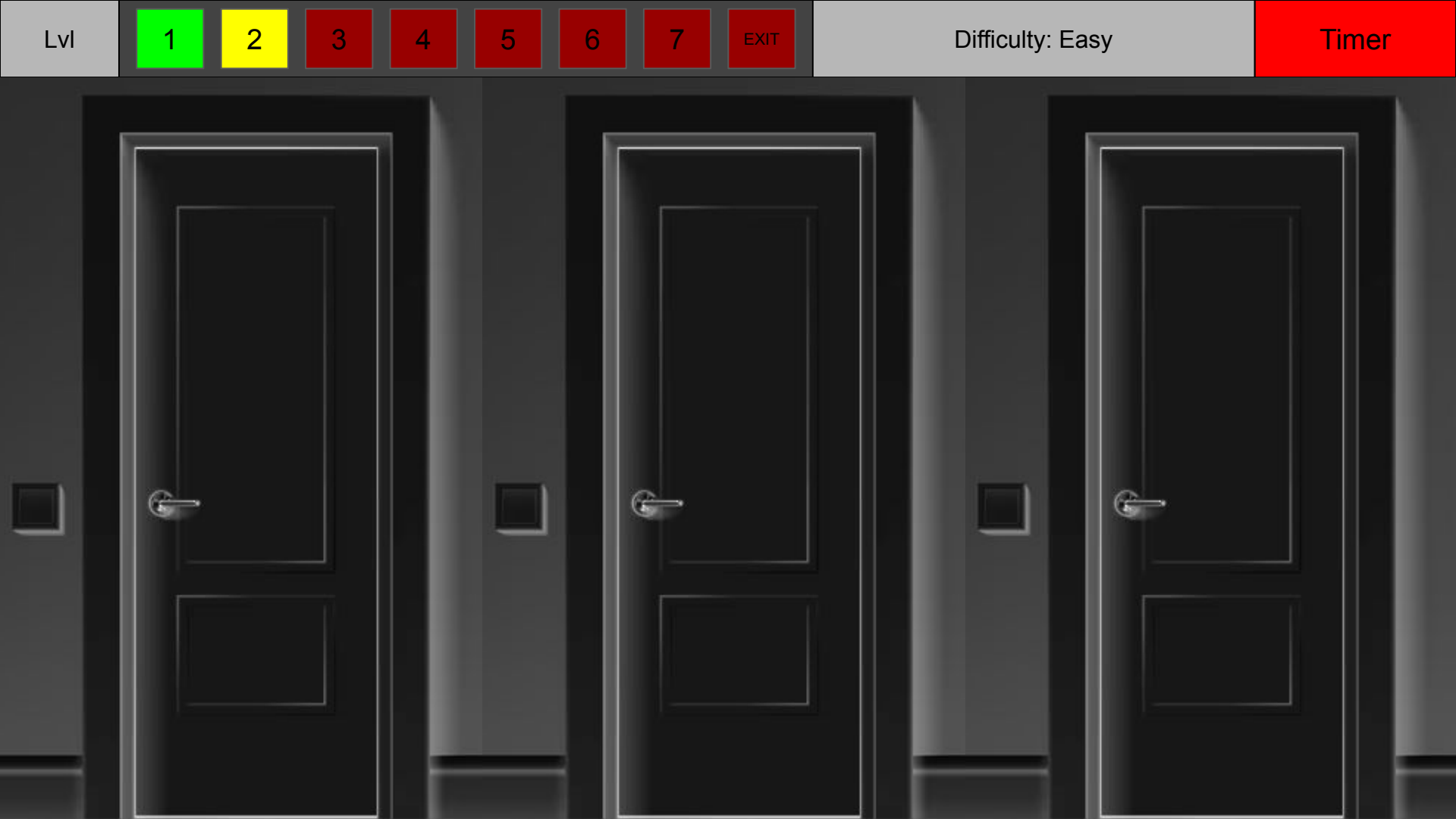
6

7

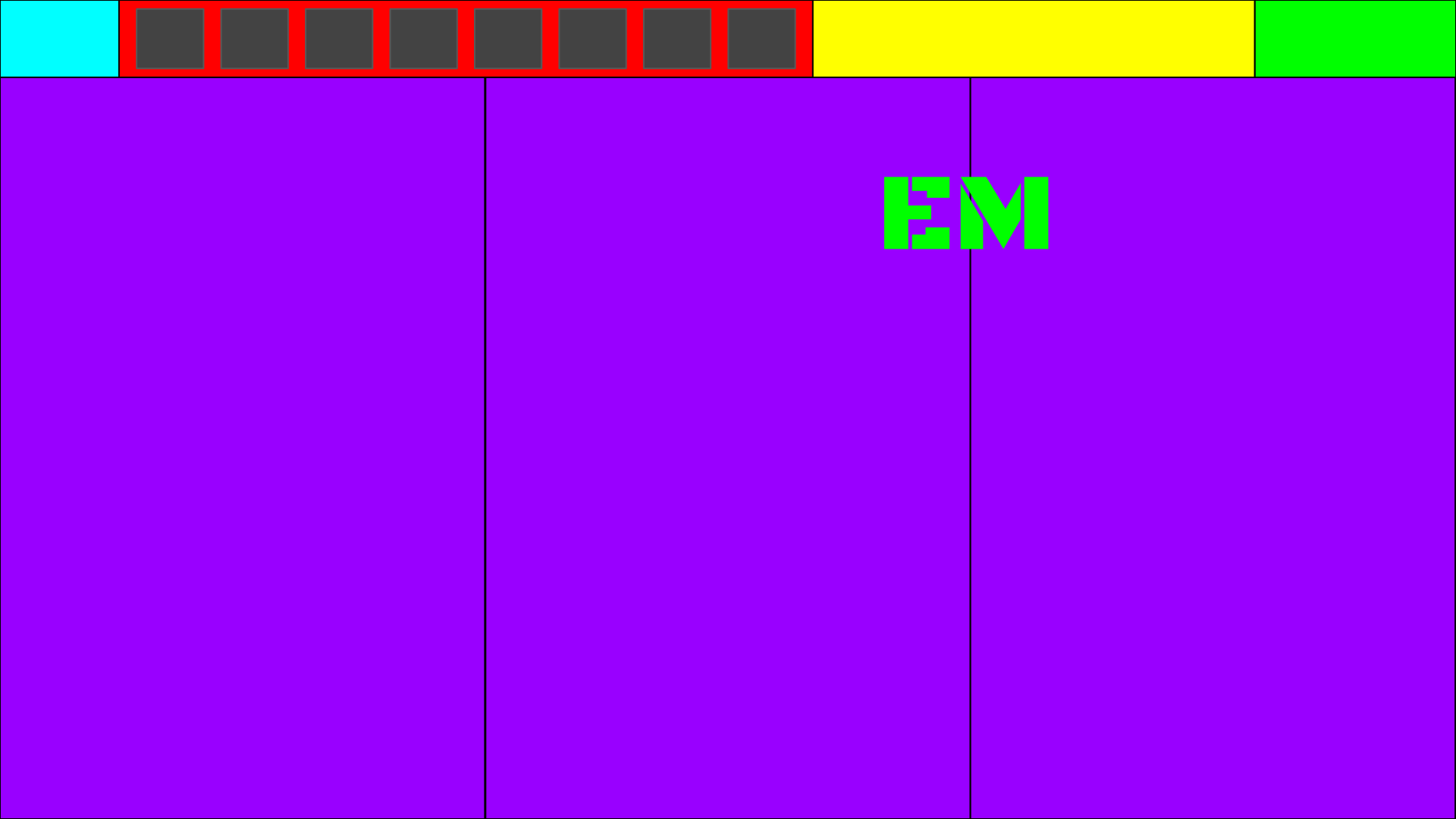
EXIT

Difficulty: Easy

Timer

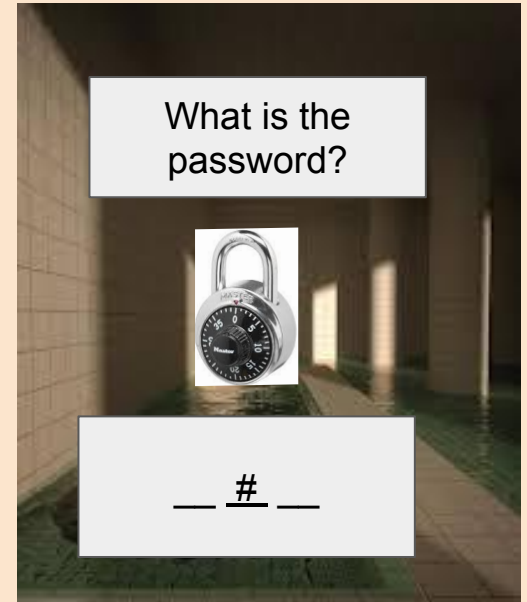
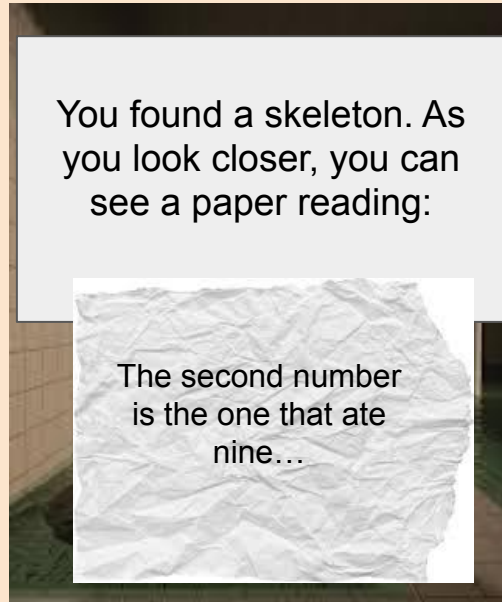






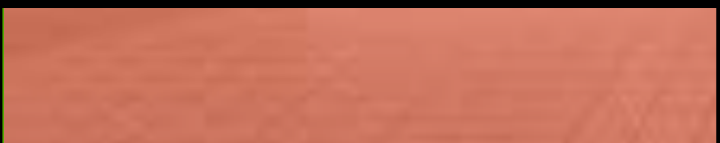
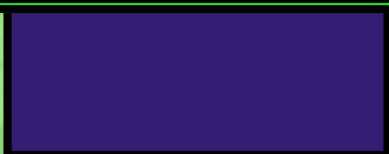
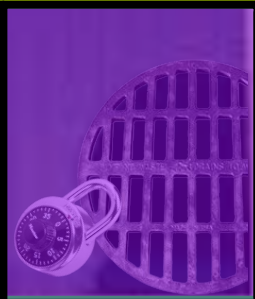
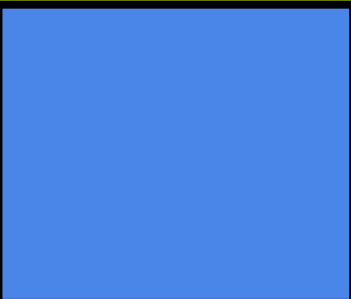
# Nathan - Level 37: The Pool Rooms

The objective of this puzzle is to have the user look around the area to find the lock's key/password to open the lock before the time reaches 0. The pool room is being filled with water slowly, which if you don't leave by that time, you will drown...









You try to open lock,  
but realize there's a  
code. What is it?

— — —



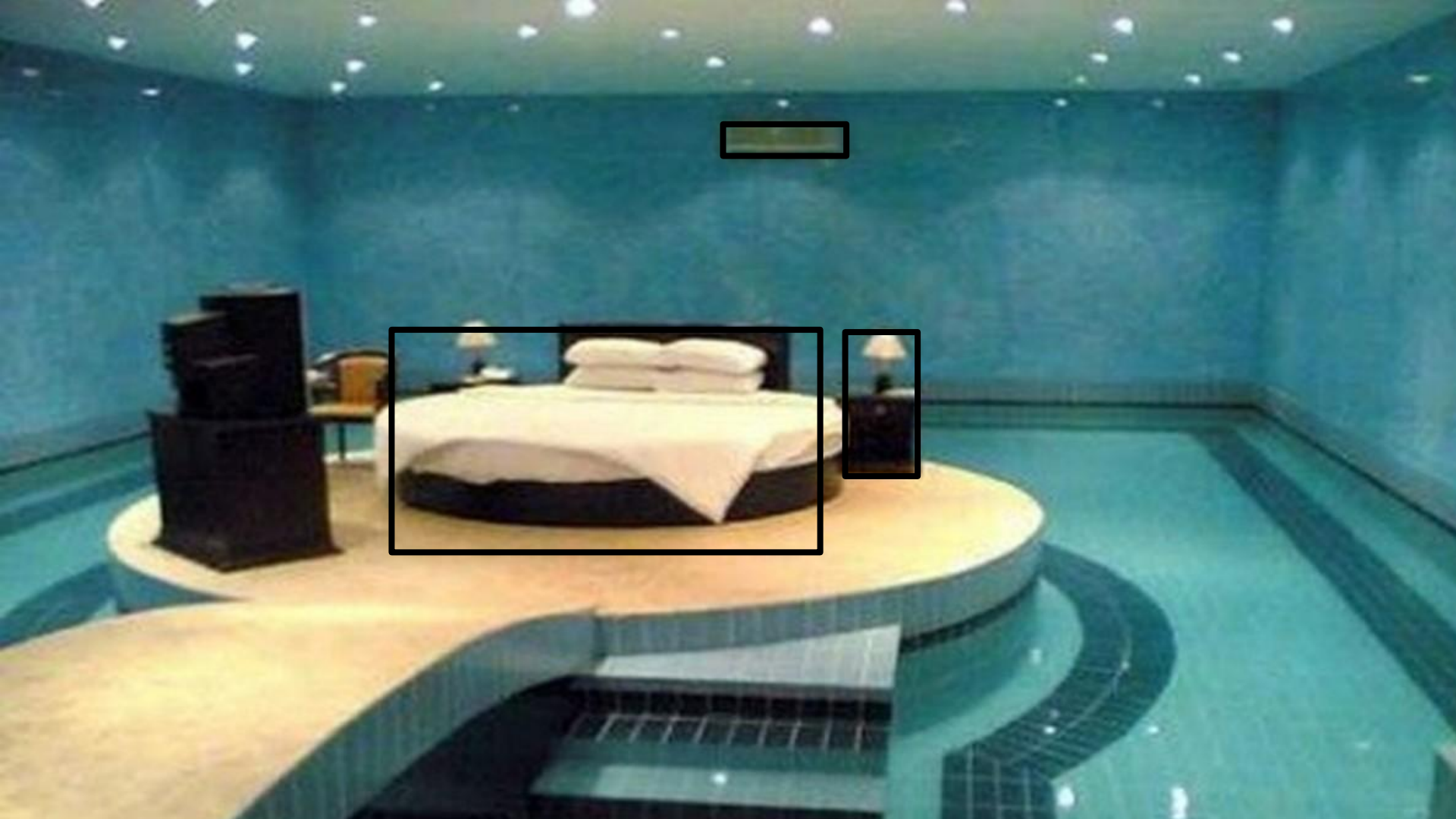
You tread the water  
slowly and find a key,  
but what could it be for?

The skeleton holds a  
piece of paper that  
reads: The numbers  
are everywhere. But all  
I know is that the  
second number is the  
one that ate nine









# THE END/ Alternate endings

- Will fade in with the sound of birds chirping



- It was all just in your head, and you wake up...
- There is no escape and you start all over again... fading into insanity

$$15\_5\_15\_4\_14 = 2\_5\_22\_14\_4$$