## ***The Cube Escape***

### Goal

The goal of this puzzle game is to create a collaborative experience that merges the spatial observation of *The Witness* with the structural manipulation of *Rubik's Cube*. Two players must work together—one controlling the external world's structure, the other navigating within it—to achieve escape through coordination, perception, and adaptation.

### Description

The game world is a **3×3×3 cubic structure** composed of black and white cubes.
**Player A**, located outside, can rotate the cube's layers like a Rubik's Cube, altering the configuration of black (solid) and white (open) cubes.
**Player B**, trapped inside, explores the hollow spaces at the center of these cubes, forming a constantly shifting maze.

Every rotation made by Player A disrupts and reconfigures the internal connections, forcing Player B to adapt continuously.

The system provides subtle directional hints—such as flickering lights, echo feedback, or environmental cues—indicating the approximate location of the exit.
Black cubes represent barriers, while white cubes represent passable zones; however, their spatial relationships change dynamically as the cube twists.

### Solution

Player B relies on Player A's cooperation to find the route toward the exit. Player A must rotate the cube and observe how each twist reshapes the internal structure, helping to uncover potential pathways. The two players communicate through voice, sound signals, or other forms of feedback while the system provides subtle hints—such as shifting lights or symbolic cues—to indicate possible directions. Through repeated attempts and observation, Player A gradually learns which combinations of rotations reveal the true path, guiding Player B step by step toward the exit.

### Reference

(generated by ChatGPT)