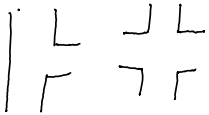
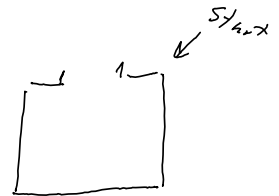
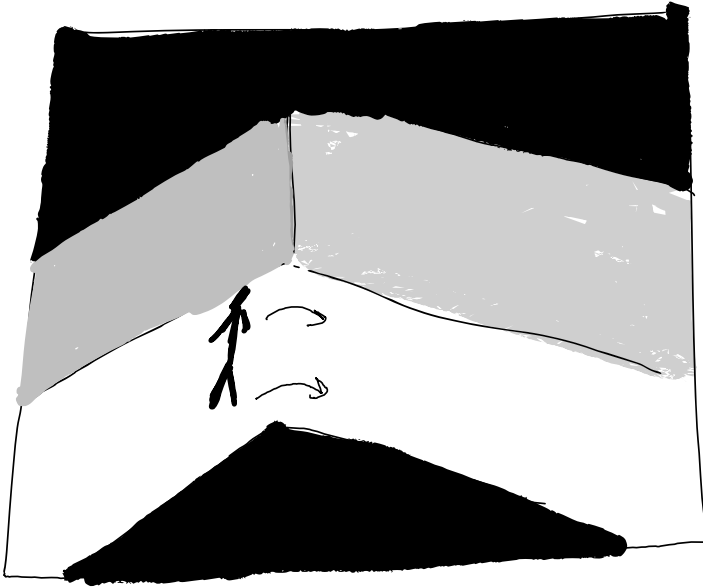


Euclid's Neverending Dunsera of Geometry and Death

(or: Thomas Was Alone in Hell)



Other samos to ref

Portal

Half Life

1Dcgm

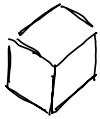
Minecraft (end stronghold)

SCP Containment Breach

Stanley Parable

Maric?

QUBE

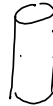


← buddies

0-17 health

0-255 red color (health • 15)

Higher Health = More Red



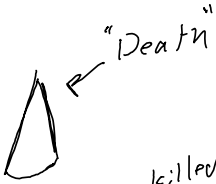
← Player

walks 3 health?

sprints

shoots

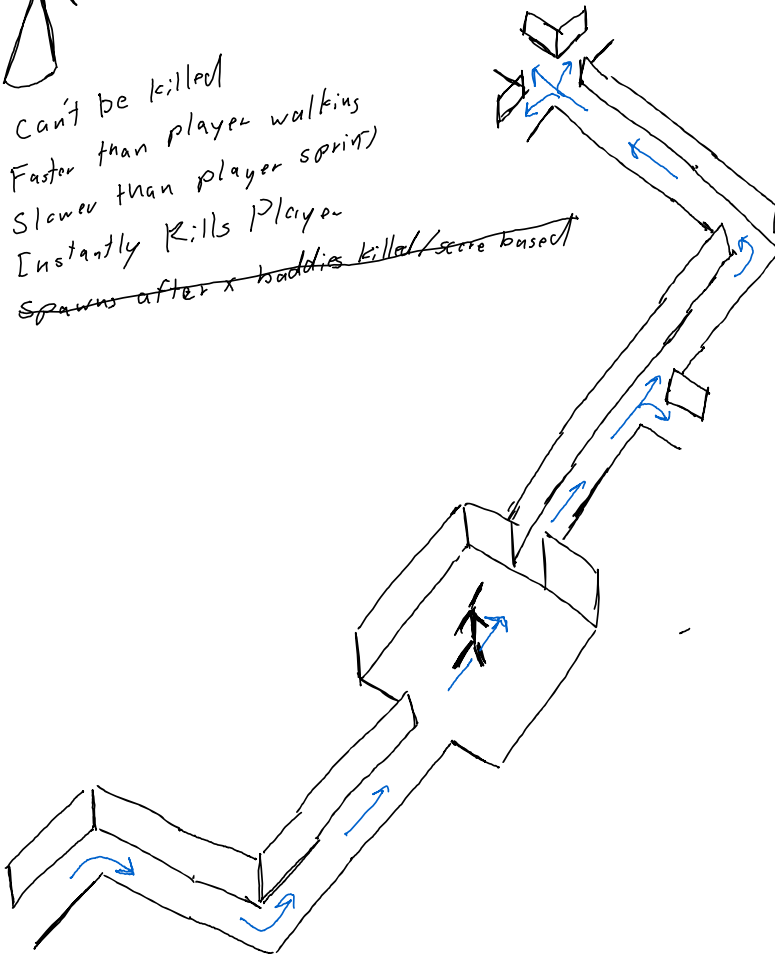
dies



← "Death"

Can't be killed
Faster than player walking
Slower than player sprint
Instantly kills player

~~Spawns after x buddies killed / score based~~



Map Gen

only generate player's room and next two?

80% chance to spawn room of same style

17

