



PROJECT: CARBOARD BOX

-WORKING TITLE



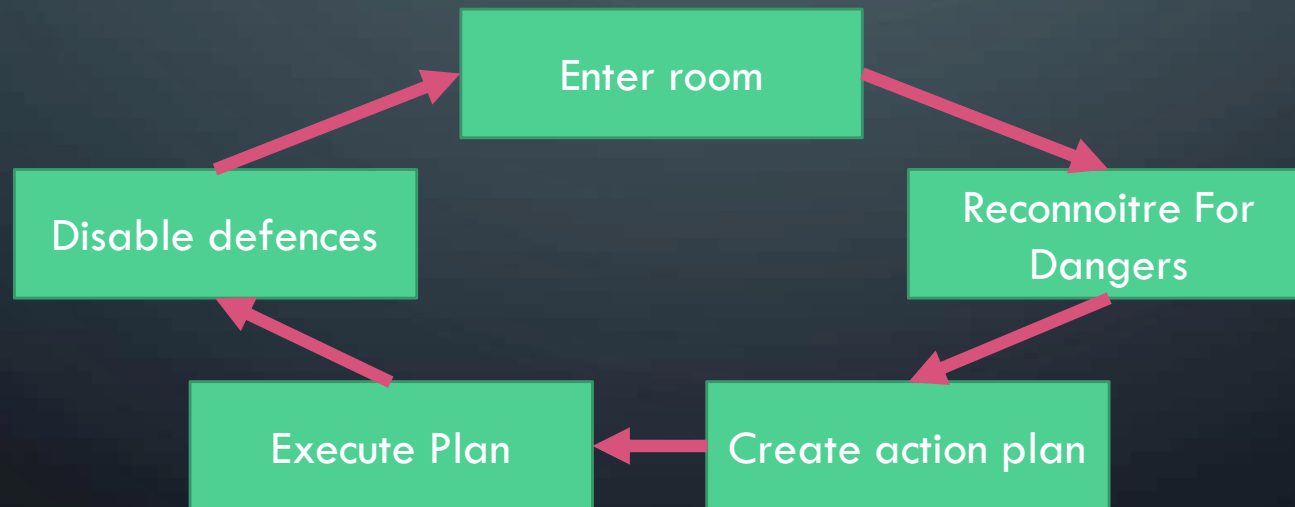


HIGH LEVEL

- First Person
 - Stealth Game
 - You have to escort a Box through a military compound while using the box to progress in the levels.
 - The player will have to rely on their trust box and the shadows to hide them from these security systems.
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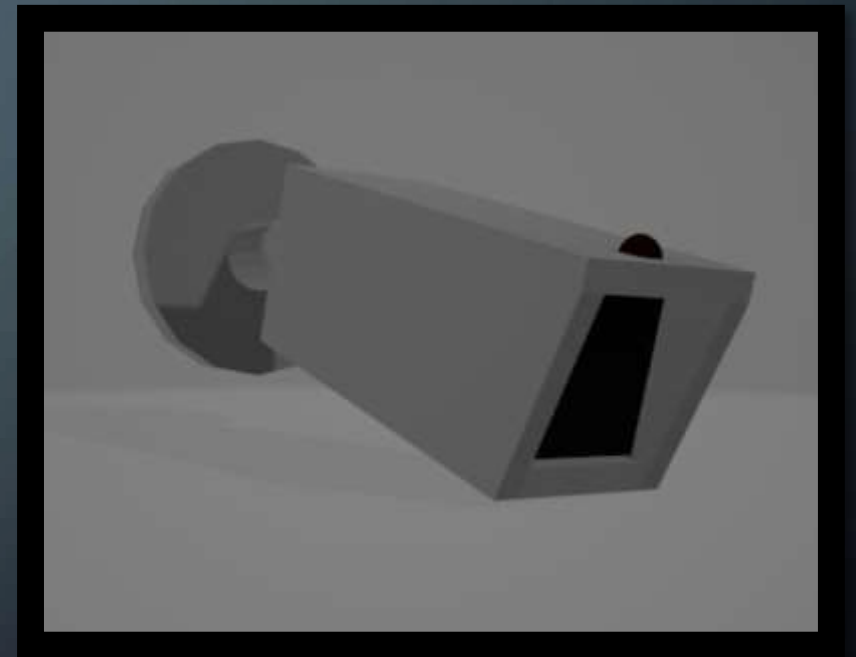
MOMENT TO MOMENT GAMEPLAY

- The player will be sleuthing around in the darkness, trying to spot cameras. When a camera is spotted the player will have to create a plan to get past the camera.
- Once the player manoeuvres through a room, there will be a circuit box that can be deactivated so the room is safe to traverse back.



OBSTACLES

- Since there is no AI, we opted to use security cameras, spotlights, traps and laser grids as obstacles for the player to overcome.
- Different types of cameras: like infrared will be able to see the character in the dark.
- The player will be able to deactivate certain security measures as the player will need to backtrack through areas to complete objectives.



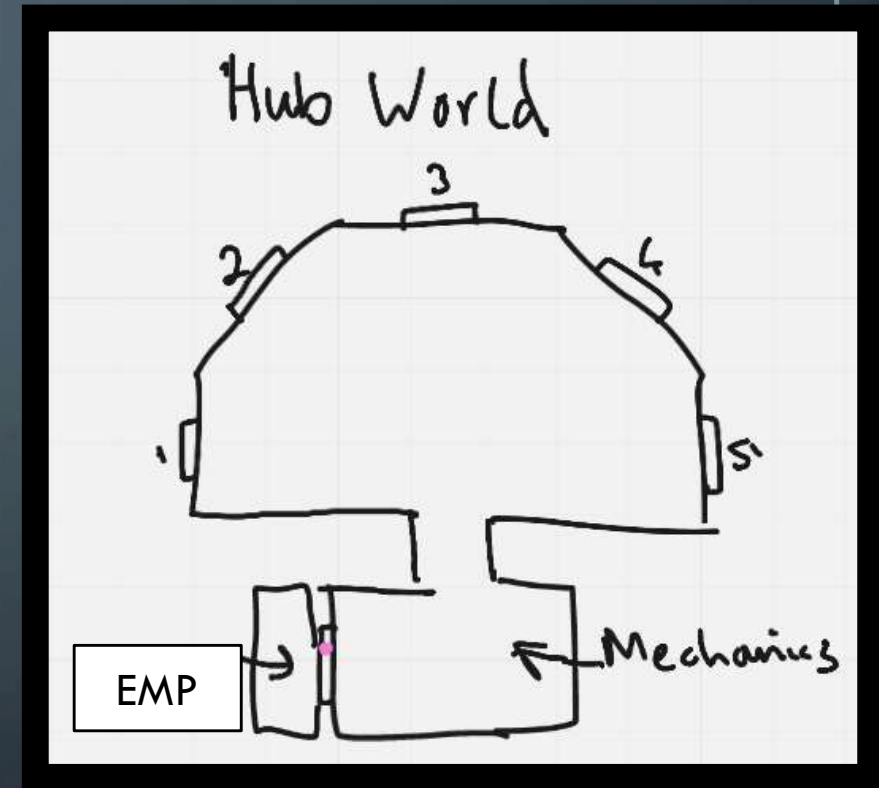
BOX BUDDY

- The handy dandy Box Buddy 3000 has a variety of uses including but not limited to:
- Blocking camera line of sight
- Blocking light sources
- As a boost to reach high areas
- As the key to the end of the level




HUB WORLD

- The hub world will be a simple room with doors that lead to each level, with each door opening after the prior level was completed.
- There will be a room where all of the obstacles can be observed in a safe environment so the player knows what to expect in the field
- The last room is locked behind 3 collectibles found in each level which will unlock a secret tool
- We are planning on making 3 levels instead of 5

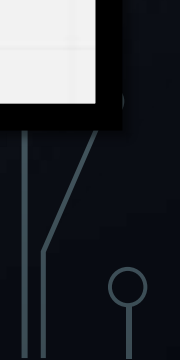


Hub World Sketch

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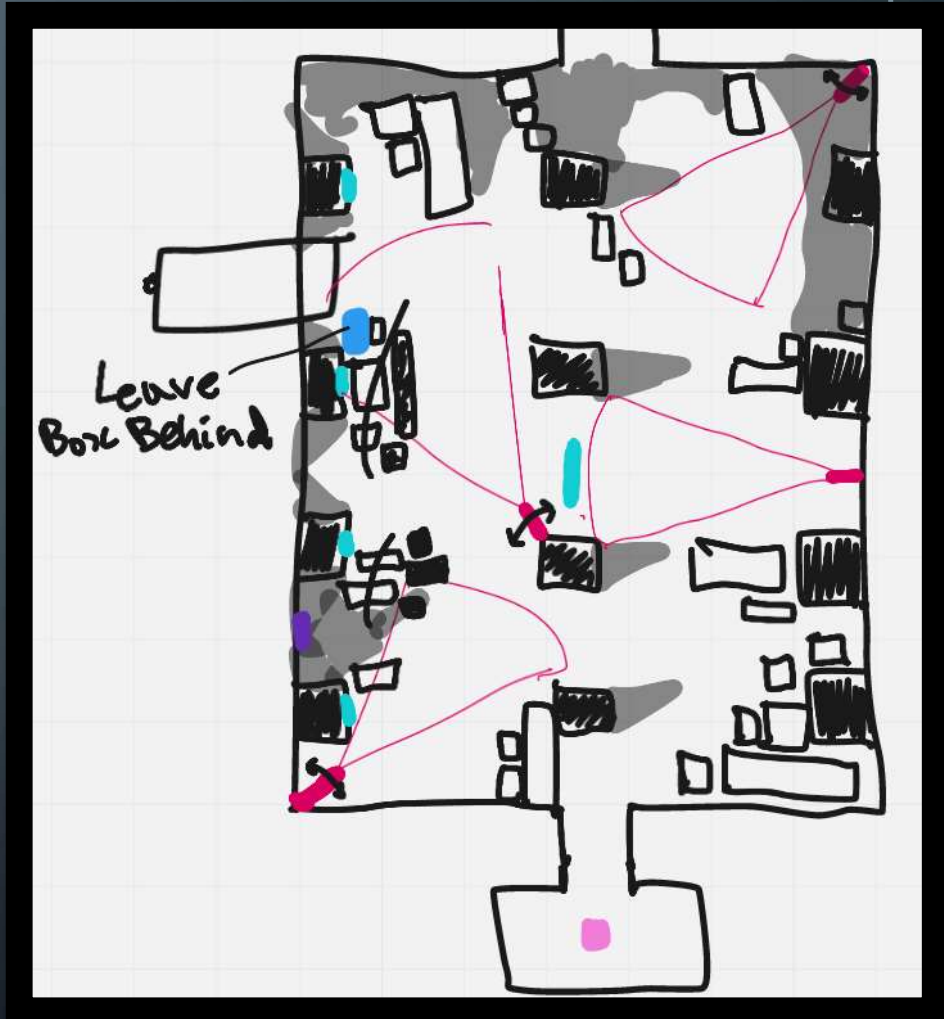
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EXAMPLE BONUS ROOM

- Bonus rooms offer a greater challenge to the player to test their mastery.
- The player will have to use shadows to get round pivoting cameras.
- The reward for the bonus rooms is an emp gun that temporarily shorts out any electronics that you shoot at.

Light Blue – Lights
Purple – Circuit Box
Magenta – Cameras & FOV
Grey – Shadows
Pink - Collectible



Bonus Room Sketch

INSPIRATION

