Purpose.

Ball of light.

Main chamber. 4 doors.

Different colored lights that are produced by the player will allow the player to see different platforms. These can be used as platforms to progress through that level.

Each level has 10 floors in which the player will be greeted with different challenges. Once they reach the top floor they will activate a device that will power up the main generator in the center room. Once the generator is active, the play will then be able to travel to other main rooms that they have previously activated the generators for or the next set of rooms. After several main generators have been turned on, it will take you to a main chamber that is incomplete and you will be able to escape into the outside world. End game. As you progress through the game it will give you subtle hints as to what your purpose is. Eventually just before you complete the game, you find that you have no purpose and escape to make your own purpose in the real world. Each main generator (chapter) will have four different levels with 10 floors. Each level will have a different theme for all 10 floors but will all have the same mechanics.