**Storyboard Stuff**

BEGINNING

When the game begins, lights start flicking on from right to left across a metal, echo-ey room. As the last light flicks on, a tube descends into the dark area to the left from above. Once fully descended, a square falls to the ground inside and the tube retracts. At this point, the player can begin to move. The player starts moving right through the chamber and will notice silhouettes silently observing them. Eventually, the player will come to a door. Behind the door, there is a single flickering light, under which stands a silhouette. The light flips off, door opens and when the light turns back on the figure is gone.

ENDING

As the player makes his way through the dark, decrepit room with overgrown vines and rust everywhere, they come to a set of tubes. As they fly through the tubes, they twist and turn through machinery and dark rooms before taking the player outside, revealing the outside world suddenly. Cracking glass is then heard, and the tube below them breaks and they fall back into the tube below. When the player gets to the end of the tube, they realize they are in the same room they were in at the beginning, only this time the windows are empty and instead the silhouettes are in the room with the player, colored, and having a party. The player makes their way towards the people only to have them fade away and leave when the player gets close. When they get to the door with flickering light at the beginning, the light flickers once with the silhouette behind it and as the door opens, the light flicks back on with the figure still there. The player walks through the door, the figure extends its hand and the screen goes black then credits roll.

SHAPES

* Square:
  + Long Jump: The square’s main ability is to long jump. This means when the spacebar is pressed, the square will be thrown forward and a little into the air. The player will use this feature to cross gaps and jump over low objects.
* Rectangle:
  + High Jump: One of the rectangle’s abilities is to high jump. This means when the spacebar is pressed, the rectangle will be thrown high in the air and a little forward. The player will use this feature to cross small gaps and to leap up to tall places.
  + Fall: The other thing the rectangle can do is fall over. By pressing Shift, the rectangle will change from vertical to horizontal. This will be used by the player to move under low hanging areas. Once fallen, the rectangle will have very limited jumping abilities and will not be able to get up without the use of a shape changer.
* Triangle:
  + Wall Jump: The triangle’s ability is to wall jump. This means when on a specified platform, the player will press Shift and will be hurled at the wall and bounce back and forth as it goes upwards. The player will use this feature to get to tall areas not accessible to any other shape.
* Circle:
  + Tubes: The circle’s ability is to fly through circular tubes. This means when the player is on a specified platform, they will press Shift and will be sucked into the tube which will transport them elsewhere.

STORY

From the darkness comes the sound of a fan whirring. As the lights flick on from right to left, a single room comes into focus. This room has one door at the end of it, closed tight and what appears to be an observation window in the background. The noise seems to be coming from a ventilation shaft in the ceiling. Not more than a second after the lights come up, out of the ventilation shaft falls Square Player, a square that can jump far. As he explores the room, he notices that people have come to the observation window but he can’t make out faces, all he sees are silhouettes. As of right now he feels trapped, like an animal in a zoo, people watching what he will do next, not helping just observing.

Square Player decides he needs to move on, get out of this room that feels like it is squeezing him. As he moves to the door, he notices a strange man, mostly silhouetted, standing in the next room on the other side of the door, under a light fixture. Is he going to help or hurt Player? As Player waits for the door to open, the light in the next room flickers, when the room is lit up again, the man is gone. Once again, Player feels alone. The one interaction that could possibly break this feeling had left.

The door opens and he passes through it, now moving past the place the figure had been. Inside this room, there is a single lever, flipped to the right. As Player moves forward over the lever, nothing happens. He walks to the door which doesn’t open so he turns around and goes at the lever against the switch. As it flips, the door opens. Excited, player turns around, causing the lever to flip again backwards and shut the door. Player once again flips the lever so the door will open, this time making sure he is totally on the other side. He decides it’s time to jump. He leaps and clears the lever. “Skill learned”, he thought to himself, “jumping.”