

The Brown Box design concept by Brock Davis

You are this strange box trying to move along and get out of this world by figuring out puzzles

background: grey and droopy

music: upbeat in some, dreary in others

enemies: red boxes with their flaps opening and shutting(illustrator + unity animator) and if it hits it, (you get "crushemed(display this in the level!) it will automatically die!

puzzles/levels:

- Get the key and then escape the enemies (one level)
- See how long you can survive these enemies!
- Random places, random spawn points
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