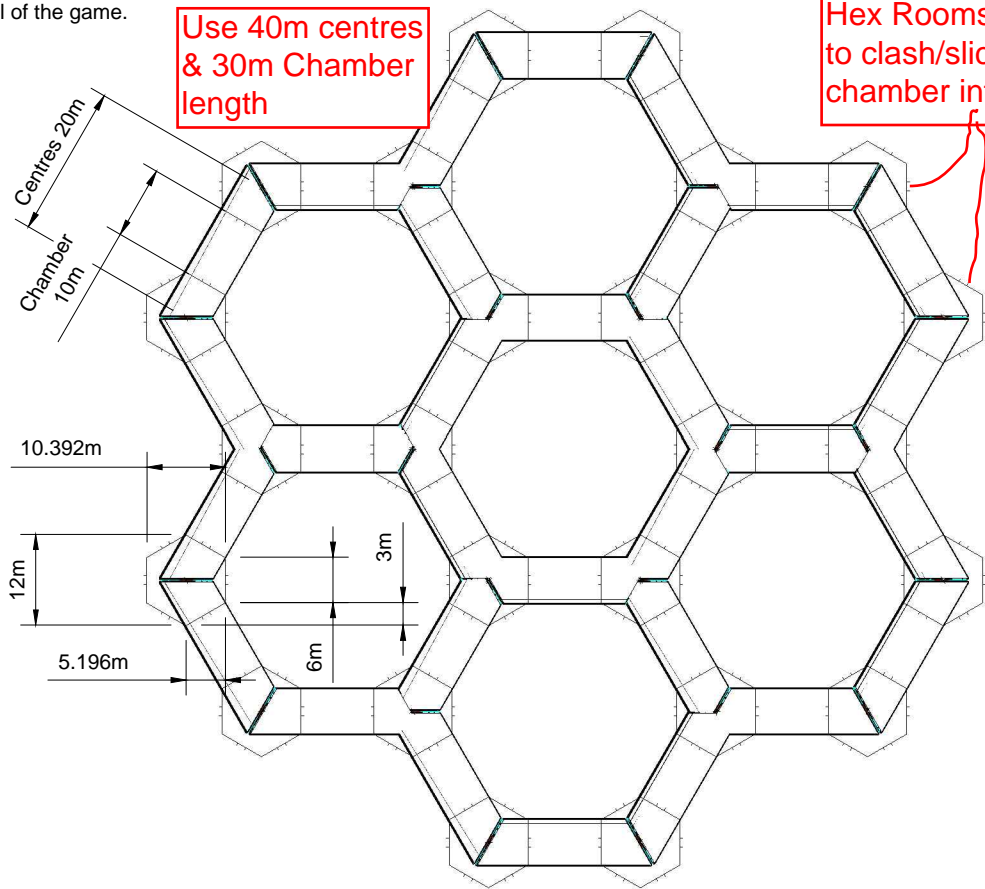


Each chamber represents 1 level of the game.

Use 40m centres & 30m Chamber length

Hex Rooms added due to clash/slices at chamber intersections



Spaceship Arrangement
Scale 1:1000



Google Image



Google Image



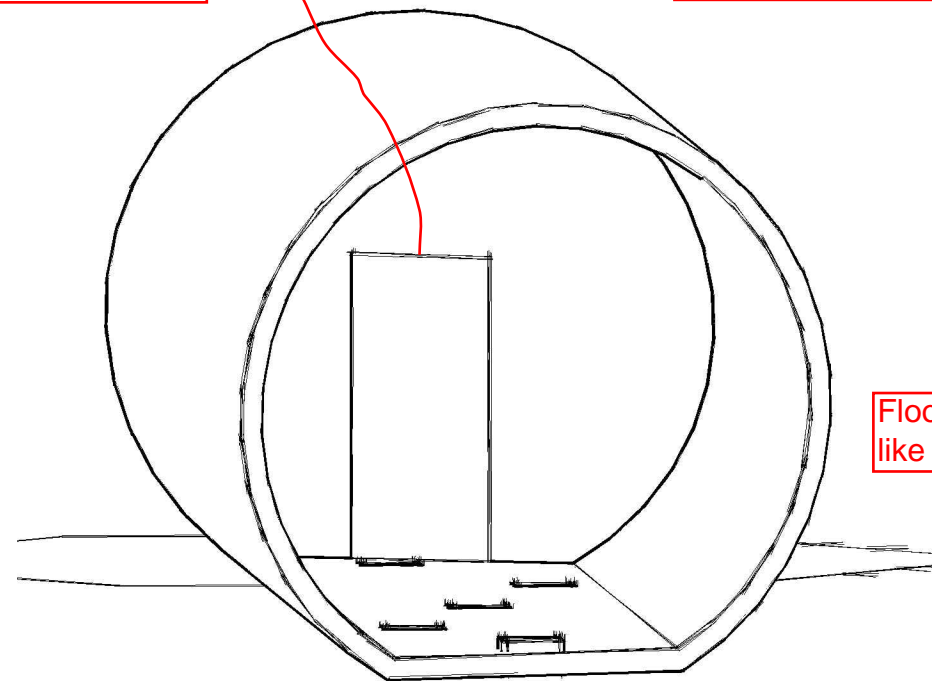
Google Image



Google Image

Door and door frame to be round and sliding up to open

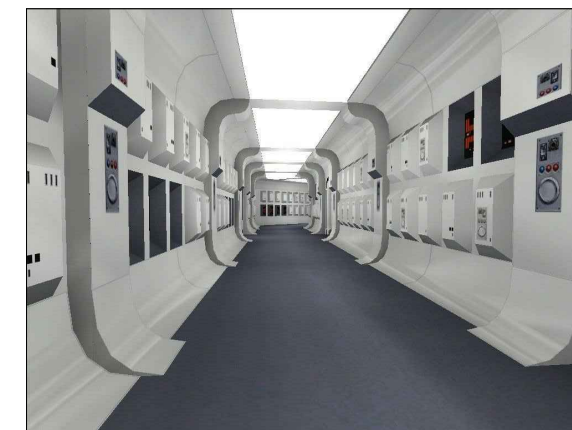
Structure to reflect this scenario, ring beam every 5m, add windows



Chamber Isometric Sketch
NTS

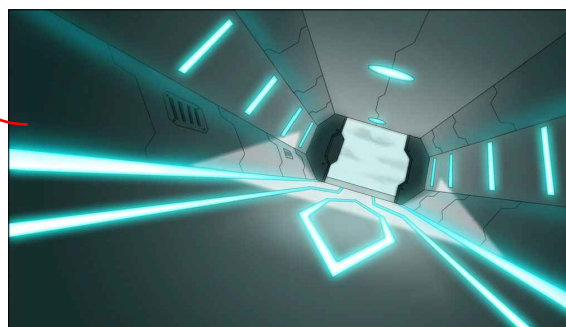


Google Image

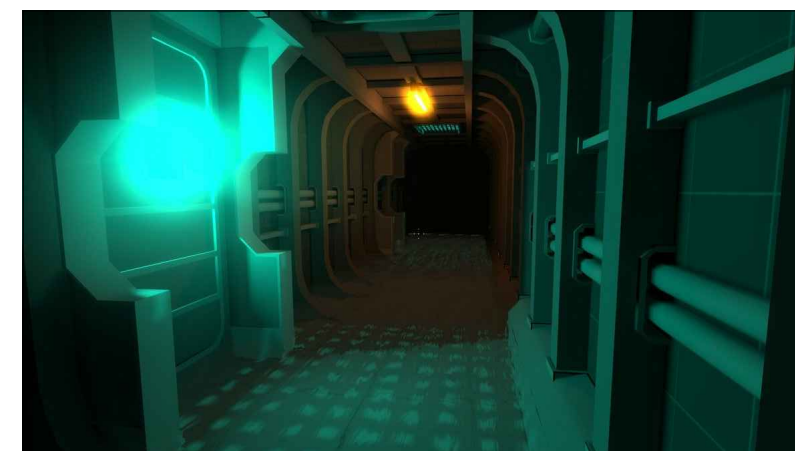


Google Image

Floor Lighting like this

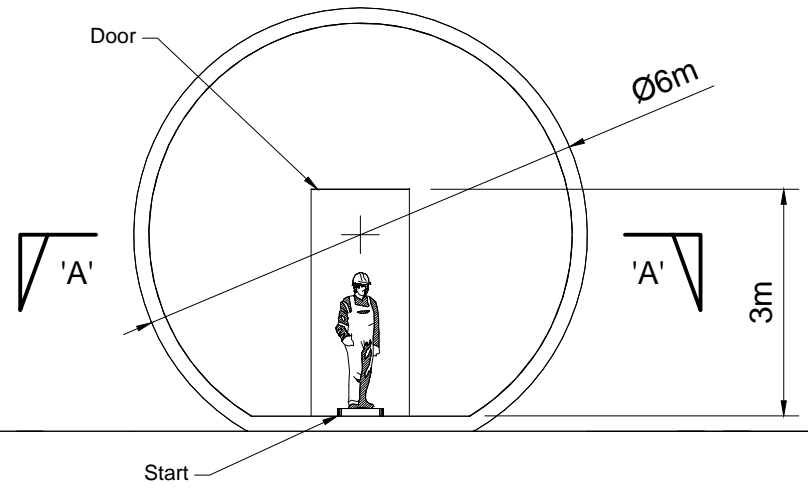


Google Image



Google Image

Doors & end walls not on angle anymore



Elevation Through Chamber
Scale 1:100

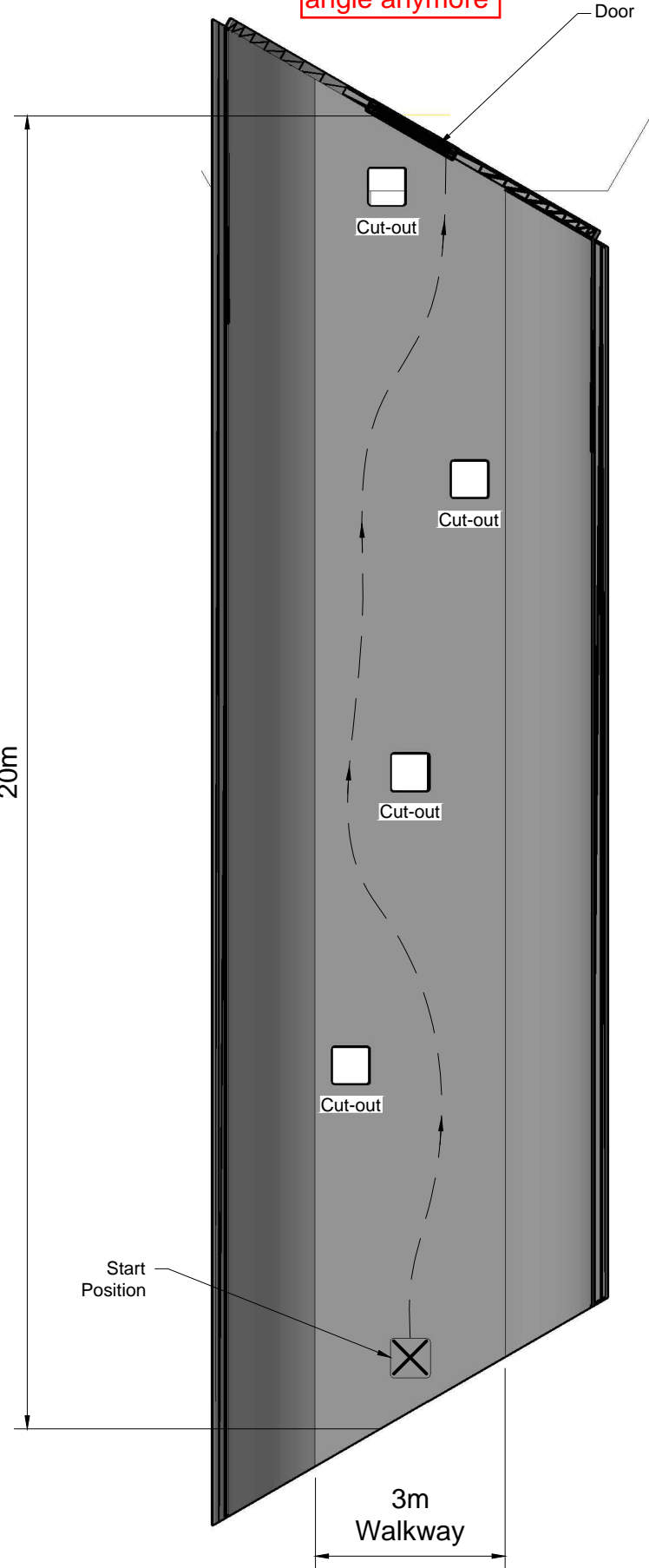
Chamber
30m long

20m

Start
Position

3m
Walkway

Section A-A
Scale 1:100



LEVEL 01

Scenario:

Start: at Start Position, navigate thru chamber.

Win: Reach Door, move to next level.

Lose: Fall thru Cut-outs into the abyss, start level again.



Google Image

Use this as sky
box image



Google Image

Cut-outs
0.6m X 0.6m

cut-outs bigger