

LDD - Backrooms The Breathing Factory

Concept:

Open world labyrinthine escape level. [Backrooms](#) inspired. Player is a female researcher that has no-clipped and found herself trapped.

Mechanics:

Camera:

- Third person
- Medium plane
- Closed up POV

Character:

- Base Unreal Movement (fast-walking)
- No jump
- No sprint

Control:

- WASD (Movement)
- E (Interaction)

Door + Buttons:

- Door with 3 red lights
- Three buttons scattered around the level
- Buttons activate 1 light each, turning them green
- After activating 3 buttons the door opens, allowing the player to finish the level

Setting:

Inspired to [Backrooms level 2](#). Industrial/factory themed, the place feels like a living entity with non-human architecture elements (tall walls, giant rooms and machines).

Mood:

Mood Elements:

- Disorientation
- Unsettling
- Megalophobia

Assets:

1. Environment:

- Concrete/Metal Walls
- Grate for vertical view
- Central spawn room with landmark
- Isolated plaster wall rooms
- Different light's color based on the section

2. Props:

- Storage boxes
- Machineries
- Desks, office props
- Sewerage
- Mannequins
- Door and buttons

3. VFX:

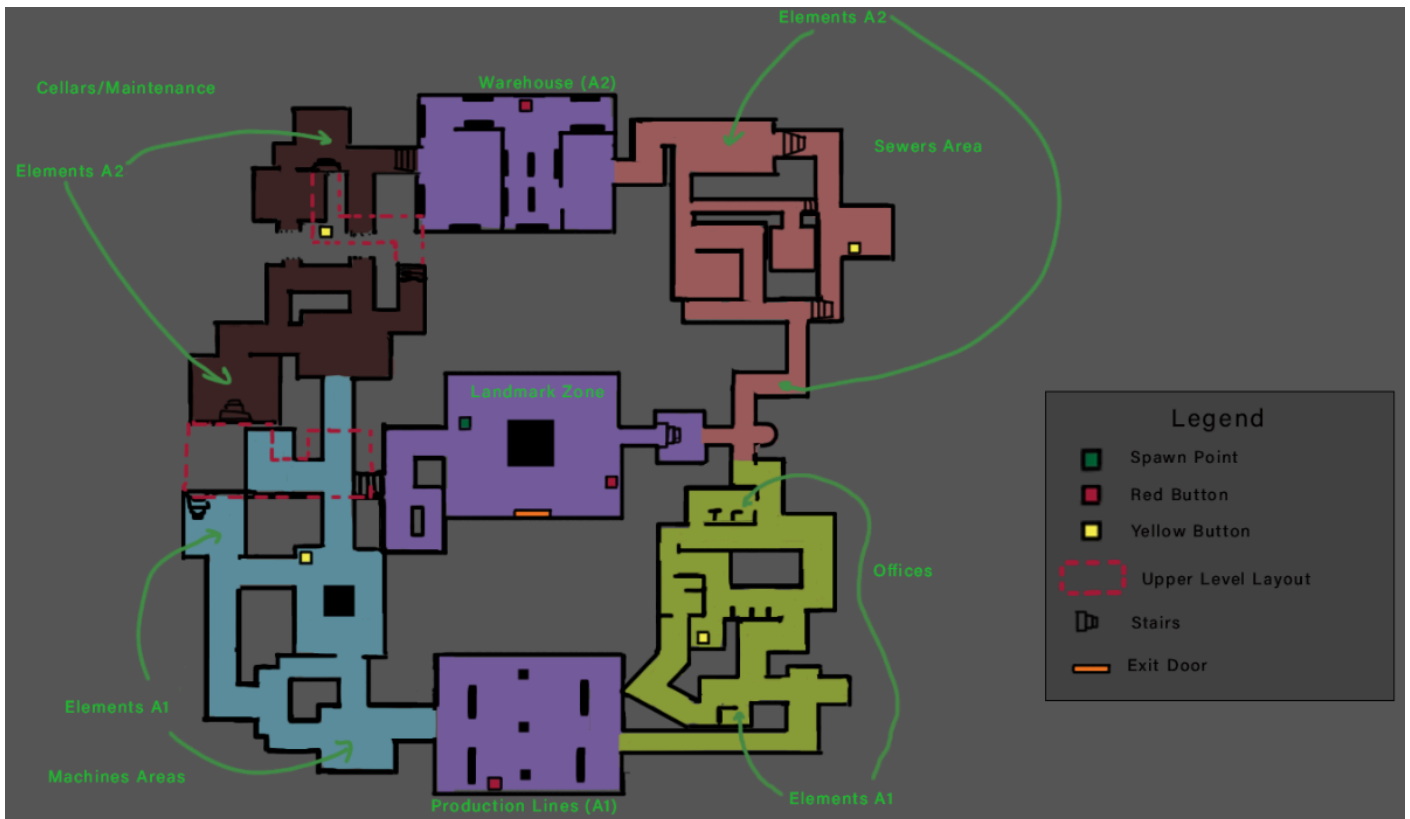
- Blinking lights
- Dusty areas
- Fog areas

4. SFX:

- Footsteps
- Button Press
- Door Opening
- Classical Backrooms light noise
- Global machine noise (possible coming from central landmark)

Moodboard: [link](#)

Level Layout:



- **Landmark Zone (purple):**

- Spawn point
- Giant Machine
- Button
- Elevator

- **Machines Areas (light blue):**

- Pipes
- Machines
- A1 elements: Unused robots/machines
- Grates
- High walls

- **Cellars/Maintenance (brown):**

- Unused Machines

- Barrels
- A2 elements: Boxes/shelves
- Grates
- High walls
- **Warehouse (purple):**
 - Metal Shelves
 - Window that looks at the Landmark zone
 - Barrels
 - Boxes
 - Button
- **Production Lines (purple):**
 - Robots
 - Window that looks at the Landmark zone
 - assembly lines
 - Button
- **Offices (yellow):**
 - Desks
 - Papers/Monitors
 - A1 elements: Quality Assurance room
- **Sewers area (orange):**
 - Lower level
 - Pipes
 - Water
 - Machines / Monitors
 - A2 elements: Shelves / Barrels