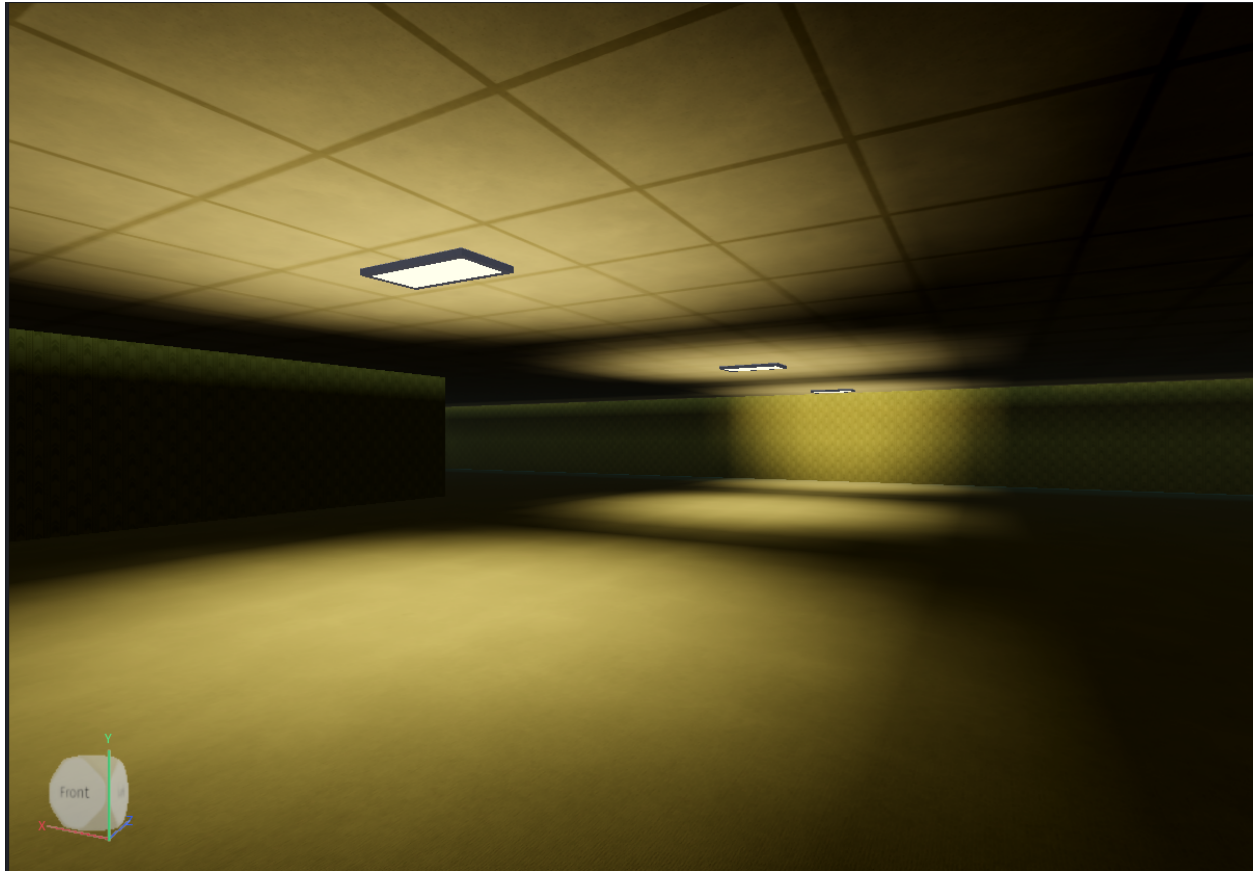




I am working on a backroom game along with Nathan in roblox studios.

- Working levels
- Finding an exit
- There are entities/monsters in each level
- Find parts to escape
- Maybe a system to keep your sanity up and don't let it decrease.
- This game is inspired by a real game called "Escape the Backrooms"