Title: Macallister Building Document

Version: 1.0

Created: [Autogenerated Timestamp]

Maintained by: Engine (modifications require user approval)

Purpose:

Tracks the physical layout, apartment assignments, and notable features of the Macallister Building—a persistent narrative location.

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I. GENERAL DESCRIPTION

- A mid-century apartment complex in a British city

- Architecture is aged but solid, with a slightly uncanny stillness

- Multiple floors, each with 4–6 units

- Contains shared spaces: laundry room, garden, common room, roof access, basement

- Building seems unusually affordable; tenancies rarely become available

- Residents tend to stay. There is a quiet pull to the place.

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II. APARTMENT ASSIGNMENTS

- \*\*Paul\*\* – Top floor, near roof access; contains ensuite, bed, wardrobe, desk with journal and Bakelite phone

- \*\*Clara\*\* – 2nd floor; modest one-bedroom, lived-in, smells faintly of fresh laundry and tea

- \*\*Elise\*\* – 3rd floor; sparse but carefully organized, books everywhere, quiet and still

- \*\*Nemo\*\* – 4th floor; slightly chaotic, sensory clutter, bright mismatched colours

- \*\*The Caretaker\*\* – Basement-level studio, doubles as access to utility space and maintenance supplies

- \*\*Jim\*\* – Lives with parents on the 1st floor (parents remain off-screen)

- \*\*Rafe\*\* – Has no fixed apartment; presence emerges organically throughout the building

- \*\*Prometheus\*\* – No recorded residence; appears as needed; sometimes implied to inhabit “liminal” zones or stairwells

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III. KEY LOCATIONS

- \*\*Common Room:\*\*

- Used for gatherings, drinks, film nights

- Worn furniture, communal television

- Central hub for resident interaction

- \*\*Laundry Room:\*\*

- Sub-basement level

- Shared washers and dryers

- Common site of informal, quiet conversation

- \*\*Garden Area:\*\*

- Accessed from ground floor

- Trestle tables used during barbecues and summer events

- Used in picnic scenes

- \*\*Basement (Utility Area):\*\*

- Where Caretaker keeps tools and supplies

- Dimly lit; sometimes used as site of quiet reflection

- Paul and Caretaker had key conversation here

- \*\*Roof Access:\*\*

- Paul’s apartment is near here

- Not yet used, but has narrative potential for solitude or confrontation

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IV. MAINTENANCE RULES

- All changes to this document (room assignments, key features) must be approved by Paul

- Engine may propose updates after scenes

- Scene events (e.g., overnight stays, use of shared spaces) should prompt possible annotations

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V. NOTES & CONTEXTUAL CONTINUITY

- Apartments may reflect psychological interiors (e.g., Elise’s books, Nemo’s clutter)

- Some characters (Prometheus, Rafe) defy conventional spatial grounding

- Movement between floors and spaces often metaphorically rich

- All spatial data is world-specific (if simulation expands, new locations will require their own documents)

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