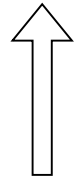


On the Ship
Game Walkthrough
by Steven Torres
CSC240
Spring 2022

Cockpit
(Start)

N



External exit
(first aid kit)

main cabin
(flashlight)

Sleeping quarters
(rifle)

Engine Room
(Bug)
(damage)

Storage bay
(tool box)

Win
(Bug is killed and
damages repaired
allowing for engine
start)

Lose
(Killed by
bug or
engine
start
without
repairing)