The current world structure is not accurate to what it will be. Room connections will be redone as new rooms are added.

Many rooms are also done on a relatively quick first pass. There are many details in the current rooms that I plan to clean up. Might involve custom tiles.

(also no audio has been placed yet.)

**Planned connections**

C03 (top left of Transform Arrays)

A03 (left Gravity Disruptor)

D04 (middle Gravity Disruptor)

F02 (neutral pebbles, shelter room (not near underhang))

A14 (useless room in Unfortunate Development) (relocating Root 1 connection (via dependency connections) to slightly inside the new area)

Code mods needed(?)

Placeable water

(preferably as QuadObject, but RectObject would work as well) (CG already has cosmetic placeable water, so just needs to set this.bodyMode = Player.BodyModeIndex.Swimming; when slugcat is within the field. Can’t be that hard… right?)

Vertical ‘wind’ (for water currents)

Fix water surface behavior

Fix bubble anti-grav behavior

Very Optional: Pebbles’ creature interactions with water (neuron ‘schools’ flying through the jets would be cool, but unnecessary.)