Sleeping Quarters (Finish, this is where the surviving astronauts are seeking refuge)



Filtration (All waste filtration from air to human waste)



Laboratory





Main Hub (Ship control and logitstics)



Maintenance (Electronics managed here, aswell as all tools + equipment)





Gym



Problem:Door wont open without two buttons on different side of the room being opened.

Solution:Use another object/item in the room to hold down one button while you press the other.

Kitchen



Problem:Need a specific item to progress through. Checked each room and nowhere to be found. Solution:Move another item to find the item you are looking for.

Docking Hatch (Start)