**Room details**

Name of room : Docking Hatch

Items in room: Hose, Spacesuits, Clamps, **Keycard**

Neighboring rooms : Kitchen ( go north )

Problem faced in the room : Need to find keycard to progress

Solution to problem : Have keycard in inventory to progress

Name of room : Kitchen

Items in room: n/a

Neighboring rooms : Docking Hatch ( go south ), Main Hub ( go north)

Problem faced in the room : Need to activate a pressure sensor across the room and open the door at the same time to progress

Solution to problem : Drop an item in inventory to activate the sensor and approach the door to progress

Name of room : Main Hub

Items in room: **Secret Keycard**

Neighboring rooms : Kitchen (go south), Filtration (go west), Maintenance (go east), Sleeping Quarters (go north)

Problem faced in the room : 3 Problems

#1: Secret keycard found in the room can be used to bypass all other puzzles

#2: Filtration room door won’t open due to lack of power generated by solar panels

#3: Door needs passcode to unlock

Solution to problem :

#1: See above

#2: Time it correctly when the ISS faces the sun to open the door , you will have a ten second window to progress

#3: Passcode is written on a panel in the main hub area and must be inputted into keypad beside door

Name of room : Filtration

Items in room: Canister of oxygen, Canister of carbon dioxide, Canister of water , **Canister of helium** , Filters

Neighboring rooms : Lab (go west), Main Hub (go east)

Problem faced in the room : Door is voice activated. Your normal voice does not work

Solution to problem : Inhale helium found in the filtration room to manipulate your voice to trick the system ( must implement “use” key word into commands.cpp ), retrieve keycard from lab and present at main hub door to progress

Name of room : Lab

Items in room: **Keycard**

Neighboring rooms : Filtration (go east)

Problem faced in the room : n/a

Solution to problem : n/a

Name of room : Maintenance

Items in room: **Copper Wire, Nail, Battery**, Cloth, Tool Chest, Screwdriver, Bucket

Neighboring rooms :Main Hub (go west) , Gym (go east)

Problem faced in the room : Will get sucked out of ISS when hatch needs to be opened

Solution to problem : Collect coper wire, nail and battery to make an electromagnet. Use this to stay connected to the flat metal surface. Retrieve keycard from GYM and present at main hub door to progress

Name of room : GYM

Items in room: **Keycard**

Neighboring rooms : Maintenance (go west)

Problem faced in the room : n/a

Solution to problem : n/a

Name of room : Sleeping Quarters

Items in room: n/a

Neighboring rooms : Main hub (go south)

Problem faced in the room : n/a

Solution to problem : n/a