Kapitel 1- Rachis

Tema - Steampowered, pipes, cogs, v classic steampunk

Walls covered in furniture

Han som startade allt, the backbone- implemented gravity

Pussel tema: Grundmekanik, move around, maze, get used to the mechanix

Kapitel 2- The Doctor

Tema- Steampunk lab, open spaces, order, unothodox methods

Workshop was freedom to him to operate without supervision

Books n vials, orderly items

Pussel tema: unfinished experiments, will player finish them, destroy them or get past them/avoid them?

Kapitel 3- The noble

Tema- Fancy steampunk, robotar, enjoyment, leisure more than work

Became heir bc o money, can he do mechanic??

Pussel: Timed events, robots helping, more skillbased, do duties? Trasiga robotar? Ta hand om the servants instead