1. Command Center
2. Generator Room – limited power that has to be used carefully and directed manually
3. Crew Quarters
4. Life Support/Labs
5. Kitchen/Farm/Mess Hall
6. Fabricator/Robotics Bay
7. Flight Deck
8. School (kids)
9. School (university)
10. Slum Basement
11. Mall
12. Entertainment Floor

* Note system
* Ship diagnostic system
* Lighting system by level (red for warning, normal, off)
* Elevator (limit floor access by player)
* Look at a glass elevator (all floors active? Problem?)
* Shunk tubes – allows passing of items between levels
* Bridge movement
* Locked doors with keys to open them
* Inventory system
* Variable hazards for each play through
* Event chains that are dependent on finding the correct items or clues
* Console chat (limited based on difficulty level)
* Map system (possible station systems overlay available)
* On/Off switches for power
* Levers/buttons/etc. for activating and deactivating various objects such as bridges, doors, windows, etc.
* Moving radio dishes or relays to be able to pass messages (maybe have to move something that you can only see at a distance through a window. Can possibly need to move the same array to receive different messages)
* Temporary personal life support in case of station system failure
* Hazard events and the engine to drive them
* 3x event chains per floor (starting)
* AI messing with players
* Turrets for rotation
* Hazard mitigation system
* Breaker/fuse set up where fuses may be overloaded by too much power draw by a system
* Access certain areas by taking the service tunnels