|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | ER |  |  |
|  | Therapy | Office 2 | Yard |  |
| Office 1 | 483 | Canteen | 251 | Reception |
|  | 645 | 234 | 347 | 123 |
|  |  | 666 |  |  |

ER to open canteen doors

Key to reception randomised

Case file of each patient in their cells

Fire extinguisher to push him away

Only phone line in the reception (way out)

Yard locks when someone walks in

2 cameras in the ER that you can place around

Sounds of steps when the cannibal is in a room near the characters (use Dijkstra's algorithm to find distance between player and cannibal)

Switch in office 2 that unlocks 123-Reception and locks 251-347

Weapon at Reception

Knife fight, turns until one dies, damage between 20-25, you can block making the damage 5-10

Endings: find key, have phone, lock in the yard, kill with knife but be hurt,