* Hidden things?
  + Albatross
  + Ability to bail on the story before it actually starts
* Items
  + Space suit
    - Space helmet (HEAD)
    - Space suit (BODY)
  + Fire axe
    - Description: Good for smashing things!
  + Hacksaw
    - Description: Could cut metal pretty easily.
  + Wire cutters
    - Description: A pair of strong wire cutters.
  + Fire extinguisher
    - Description: Fires happen in space too, right?
  + Bandages
    - Description: These might be handy later.
* Large items (things we don’t carry, but interact with)
  + Escape pod
  + Little ship
    - Needs fuels
  + Cryopod
* Rooms
  + Bathrooms always exist, because they are important
    - Cabinets (Medicines?)
    - Toilet (Grab water)
    - Sink
    - Mirror (Break for Glass)
  + Kitchen/pantry (Food, organic/spoilable materials)
  + Captain’s bay
  + Chryochamber
    - Chryopods (All of them are empty)
  + Medbay
    - Sickbeds
      * Sheets
      * Pillows
      * Metal rods?
    - Drawers (There are a variety of medical tools inside.)
    - Cabinets (A collection of medicines and drugs line the shelves.)
  + Operating room (From Medbay)
    - Pile/drawer of tools
      * Hacksaw
* Functionality
  + Drop items
  + RNG (Everyone’s favorite (NOT))
  + Look (Restates the rooms description)
  + Items in rooms
  + We can equip items
    - Head
    - Chest
    - Back
    - Feet
    - Arms

Story:

* Space station.
  + What kind of space station are we?
    - Made for life and civilization?
      * Lots of living quarters
      * A garden somewhere probably
    - Made for military?
  + WHY ARE WE HERE!?
    - We got attacked
      * Things are broken because the bad guys beat up EVERYTHING
    - We escaped an attack, using Little Ship to get to this abandoned space station.
      * This place is old, things don’t work that great, but nothing is dented/beat up
    - Big illness, we were the only one who was immune or avoided the contagion
      * Things should work okay, but are maybe kind of old
* Are there enemies?
  + Not right now
* Where are we in space
  + If we blow up a piece of our station, do others notice?
* Are there friendlies?
  + Everyone else is dead
* What’s our goal?
  + Find a means of survival
    - Signal for help
      * Can signal friendly forces -> SURVIVAL
      * Can signal hostile forces -> DEATH
    - Take small ship
      * This should somehow be able to fail
    - Escape pod
      * HIGH CHANCE OF FAILURE
    - Chryosleep chamber
      * INSIDE STATION
        + We wait and hope that help finds us
      * INSIDE POD
        + Throw ourselves into space or at a planet
    - We can detect several planets in the distance
      * DESCRIPTIONS
    - WE’RE MATT DAMON
      * We still die of old age or something, probably

Story (BUT BETTER)

We wake up in chryochamber,