# PROJECT
# PARASITE

TOP SECRET

**Name:** Jibbe Wieman

**Student Number:** 473129

**Date:** 2025-01-31

TOP SECRET

## Table Of Contents


SECTION01: THE GAME ..... 3
- Genre ..... 3
- Target Audience ..... 3
- Concept: ..... 3
- USP's: ..... 3
- Emotional Feedback ..... 3
- User Experience ..... 3
- One Pager: ..... 4

GOALS ..... 4
- External Goals ..... 4
- Internal Goals ..... 5

SECTION02: THE RESEARCH ..... 6
- Similar Media: ..... 6
- Idea Origin: ..... 7

SECTION03: NARRATIVE DESIGN ..... 8
- Story ..... 8
- Structure: ..... 8
- Immersion ..... 8

SECTION04: LEVEL DESIGN ..... 9

GAME OBJECTIVES ..... 9
- Long-Term ..... 9
- Short-Term ..... 9

PROGRESSION ..... 9

LEVEL01: B2 ..... 10
- Objectives: ..... 10
- Annotated Map: ..... 10
- Flow Chart: ..... 11

LEVEL02: B1 ..... 11
- Objectives: ..... 11
- Annotated Map: ..... 12
- Flow Chart: ..... 12

LEVEL03: Ground Floor ..... 13
- Objectives: ..... 13
- Annotated Map: ..... 13

SECTION05: CHARACTERS ..... 14

SECURITY GUARDS ..... 14

SCIENTIST ..... 15

..... 15
PARASITE..... 16
BIG BILL..... 17
SECTION06: TECHNICAL SPECIFICATIONS..... 18
Game Mechanics:..... 18
Game Engine..... 18
Platform And Os..... 18
Graphics & Art Style:..... 19
Moodboard:..... 19
SECTION07: FEEDBACK..... 21
MAIN ITERATIONS:..... 23
Gameplay & Design..... 23
One-Pager..... 24
SECTION08: SOURCES ..... 25
ASSETS ..... 25
Models:..... 25
Textures:..... 25
IMAGES ..... 25

# SECTION01

## THE GAME

### Genre

- Reverse Horror, Action, Stealth and Puzzle.

### Target Audience

- Action, Puzzle & Reverse-Horror Enthusiasts 16-Years And Older (PEGI 16)

### Concept:

You are a genetically modified (hookworm) parasite, breaking free from containment in a high-security lab. Use your ability to possess living hosts, manipulate your environment, and outsmart your enemies to escape. Each encounter challenges your creativity, strategy and quick thinking.

### USP's:

- The Ability To Control Any Living Creature, Each With Unique Traits, Abilities, And Weaknesses.
- Blend Of Combat, Stealth, And Puzzle-Solving With Multiple Solutions To Obstacles.
- A Reverse-Horror Narrative Where *You* Are The Terrifying Monster.
- Adaptive AI’s who respond to your gameplay

### Emotional Feedback

I want the player to feel:

- **Powerful** – They control creatures and manipulate the environment to their advantage.
- **Creative** – They find unique ways to solve obstacles through stealth, combat, or puzzles.
- **Sneaky** – They outsmart enemies using deception and stealth.
- **Terrifying (Not Terrified)** – The player embodies fear, causing enemies to react with panic.

### User Experience

- **Creativity:** Players can approach obstacles however they want—stealth, combat, or puzzles—encouraging problem-solving.

- **Power:** Players control any living creature, turn enemies into allies, and creatively manipulate the environment.

- **Terror:** Players feel terrifying as enemies panic, flee, and react dynamically to their presence.

## One Pager:

# GOALS

## External Goals

*(Definition Of Success)*

- **Be Appealing To The Target Audience (TA):** Deliver A Game Experience That Resonates With Fans Of Immersive Stealth-Action, Puzzle-Solving, And Horror Games, Especially Those Who Enjoy Creative And Experimental Gameplay (E.G., Fans Of *Carrion* Or *Prey*).
- **Create A Unique Reverse-Horror Experience:** Stand Out In The Market By Providing A Fresh Perspective, Allowing Players To Play As The Parasite, An Unconventional And Menacing Protagonist.
- **High Replayability:** Offer Multiple Solutions To Puzzles And Encounters, Encouraging Experimentation And Replay Value.

## Internal Goals

*(Derived From Direction Gameplay Considerations)*

- **Empower The Player:** Make Players Feel Powerful And Creative By Letting Them Control Any Living Being, Manipulate Their Environment, And Unleash Chaos.
- **Provide Fun Play:** Ensure Core Mechanics (E.G., Possession, Mutant Combat, Stealth) Are Intuitive And Satisfying, Offering A Balance Of Strategy And Action.
- **Encourage Creative Play:** Design Gameplay Systems That Reward Experimentation, Such As Using Environmental Hazards, Combining Abilities, Or Finding Unexpected Solutions regarding sneaking, combat or puzzling.
- **Maintain Immersion:** Create An Environment Rich With Detail, Environmental Storytelling, And Dynamic AI Behaviours To Keep Players Fully Engaged.
- **Deliver Meaningful Challenges:** Balance Difficulty With A Steady Learning Curve And Varied Obstacles That Require Players To Think Critically.

# SECTION02

## THE RESEARCH

### Similar Media:

**Carrion:**
A 2D reverse-horror where you control an escaped biological experiment, using grotesque mutations to traverse a labyrinthine facility while slaughtering scientists and security forces. The game's fluid traversal, grotesque body horror, and lack of traditional protagonist perspective provide key inspiration for how players experience power as the creature.

**Evolve:**
A multiplayer asymmetrical FPS where four hunters track and fight a single evolving monster. The monster grows stronger over time, encouraging a dynamic balance of stealth, aggression, and power escalation. The game's predator-prey mechanics and ability-based evolution system are relevant to our design, particularly if we implement progressive mutation mechanics.

**SCP Foundation:**
A collaborative fiction project featuring classified files on anomalous creatures and artifacts. The SCP universe's focus on mystery, containment, and unpredictability offers worldbuilding inspiration for the facility setting, lore, and the enigmatic nature of the parasite.

**The Thing (1982):**
A sci-fi horror film about paranoia and distrust, centered on an alien parasite capable of perfectly mimicking its hosts. The themes of identity loss, isolation, and infiltration could inform mechanics that involve deception, player transformation, and blending into environments.

## Idea Origin:

I've always been a big fan of TV, especially animated shows. In these, characters often have cool powers, which naturally made me think about what mine would be. I landed on nature and plant control. Wanting to explore this idea further, I decided to make a game around it.

I started working on a 2D game where you played as a plant that could acquire new abilities, swapping them out like in *Mario* or *Kirby*, but storing them in an inventory rather than losing them. While brainstorming a fun way to gain these powers, I remembered *Ophiocordyceps unilateralis*, the zombie fungus. That sparked the idea of possessing enemies and using their abilities instead. Since I wasn't familiar with many non-mainstream games, this felt like a fresh concept. As I researched different parasites, I found the idea of a hookworm possessing creatures even more compelling than the plant concept. The grotesque nature of this naturally led to a horror setting.

Later, I made a YouTube Short titled *"I Will Make Your Game Ideas a Reality"*, asking viewers for their ideas. One comment stood out: a request for a 'reverse-horror' game like *Carrion*, a game I hadn't heard of before. This pushed me further toward a reverse-horror approach, where AI characters react with fear and flee based on their situation. I also noticed a surprising number of people who liked worms and wanted a worm-based game, which reassured me I was onto something.

# SECTION03

## NARRATIVE DESIGN

### Story

In A Secret Government Facility Experiments Took Place On All Sorts Of Creatures. One Day A Power Outage Takes Place Causing The Containment Capsules To Turn Off For A Bit Causing The Creatures Inside To Gain Consciousness. One Of These Creatures Was A Hookworm Parasite (The Player) Which Just Before The Emergency Power Supply Powered The Capsules On Again Managed To Break Free. It’s Up To You As The Parasite To Try And Escape This Facility By Using Your Unique Ability To Possess Living Hosts, You Must Navigate Through Heavily Secured Rooms, Outwit The Facility's Defences, And Overcome Modified Creatures Standing In Your Way.

Take Control Of Facility Staff And Experimental Creatures, Using Their Skills And Equipment To Solve Puzzles, Disable Security Systems, And Fight Your Way To Freedom. Each Room Presents New Challenges, Requiring Creativity, Strategy, And Quick Thinking To Progress. Will You Escape The Lab And Reclaim Your Freedom, Or Will The Facility Reclaim You?

### Structure:

- **(Semi) Linear -** *Player As Discoverer*
    - Levels Are Designed In A Linear Sequence To Build Tension And Narrative Progression But Allow Open-Ended Solutions Within Each Level To Encourage Creative Gameplay.
    - Players Are Guided Through The Facility Via Key Objectives (E.G., Unlock Doors, Disable Defences), But Optional Routes And Secrets Offer Alternative Paths Or Rewards.
    - Some Levels May Have Branching Objectives Or Optional Side Areas That Enrich The Story Or Provide Gameplay Benefits (E.G., Upgrades Or Host-Specific Abilities).

### Immersion

The environment will have files and other items which give more information on the lore of the monsters.

As the lighting also plays a big role in the creation of the atmosphere, I made sure to have the level be dark with cold blue lights mixed with orange and red lights from the alarm and incubation pods to create a dramatic atmosphere.

# SECTION04

## LEVEL DESIGN

### GAME OBJECTIVES

#### Long-Term

- **Escape the Facility:** Break free from the heavily secured government facility where you were imprisoned and experimented on. Overcome obstacles by solving puzzles, evading or defeating enemies, and navigating deadly threats to secure your freedom.

#### Short-Term

- Make it to the next level/floor, by activating and reaching the elevator.
- Come up with your own solution for figuring out the level.

## PROGRESSION

**Level 01 - Onboarding:**
The player will learn the basics of the parasites abilities and do some simple puzzles to get used to the mechanics.

**Level 02:**
The player will have to solve more advanced puzzles and deal with threats like security guards, security camera's and power grids. The addition of the guards also unlocks new combat style, where you now can possess them and shoot your way through. The player could still choose to solve the level through minimal violence/sneaking past the guards and solving the puzzles.

**Level 03 - The Climax:**
The player will have to breach the final defences of the governmental facility using a powerful mutant creature which it can use to punch its way through to reach the exit of the main hall.

**Parasite Skill Tree:**
Throughout the levels the player will get the chance to mutate itself further, by using devices found in laboratories scattered throughout the levels promoting exploring the lore heavy levels.

Some examples of mutations the player could achieve include:

- **Thick Skin:** Gain More HP In Parasite Form.
- **Host Possession Upgrades**, such as Health Regeneration and speed upgrades.

- **Screech Ability:** The parasite deafens hosts in the area which stuns/weakens them.
- **Camouflage:** When Staying Still Becoming Invisible To The Sight Of Enemies.

There will be limited of these devices around, so the player will have to specialize.

# LEVEL01: B2

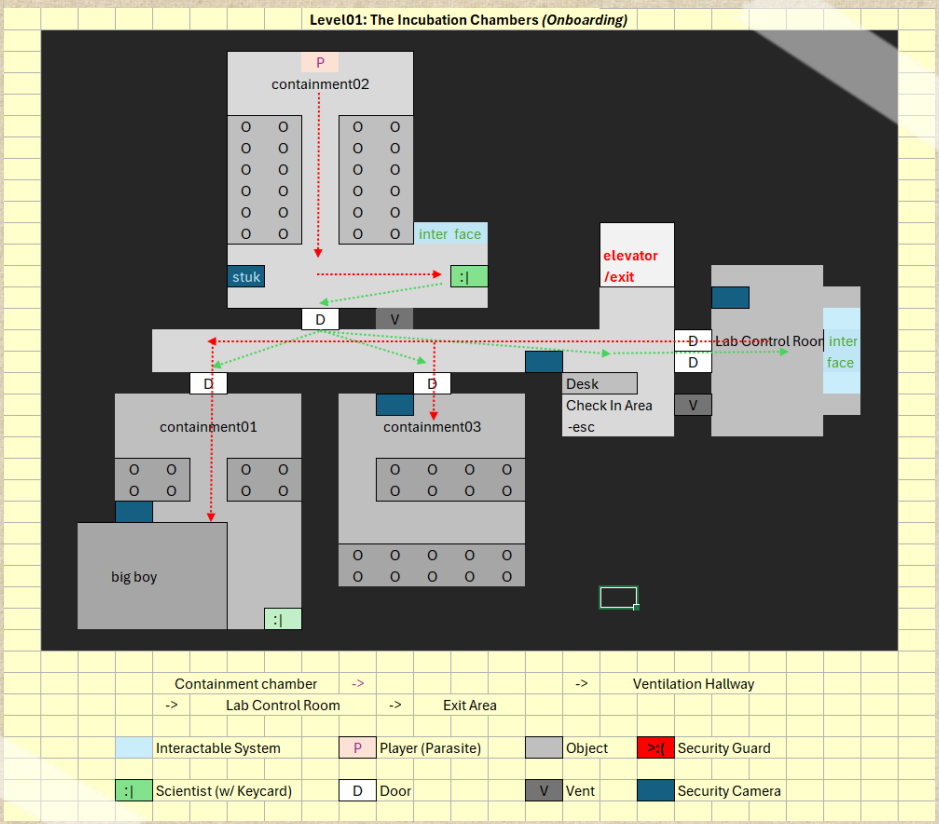
## Objectives:

- Learn possession mechanics by controlling a scientist to bypass security.
- Use vents and objects to evade guards and navigate the lab.
- Solve simple puzzles like disabling a power grid or using keycards.
- Encounter light resistance from scientists and guards.

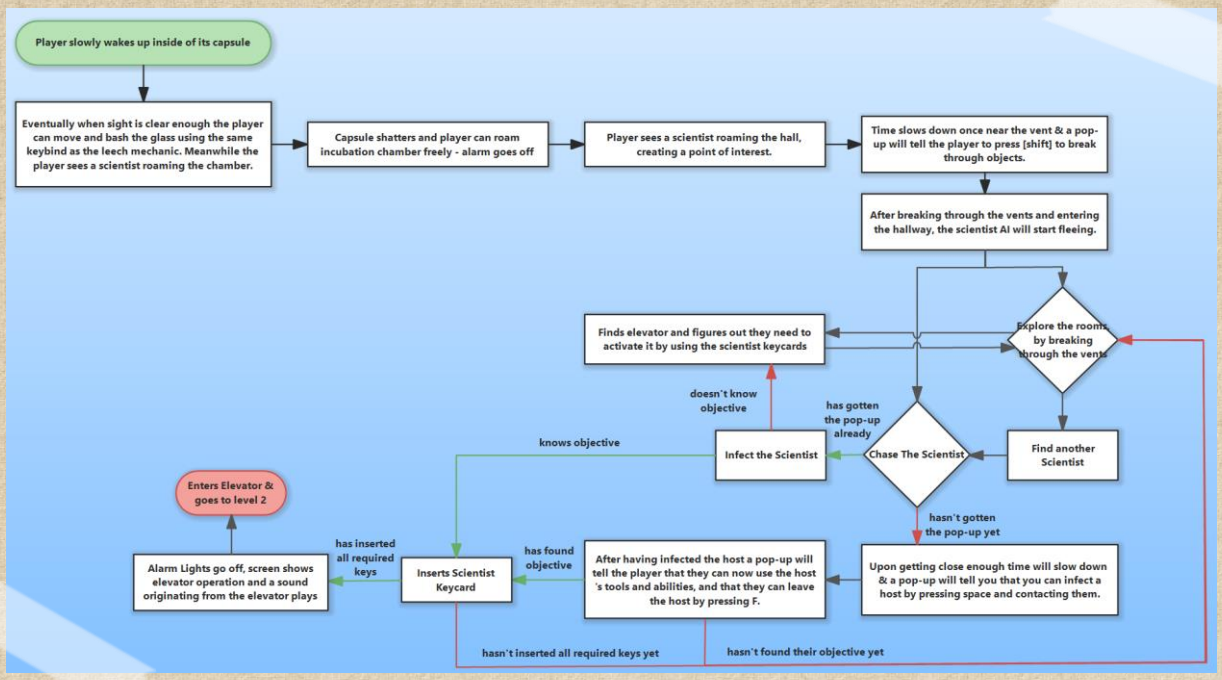
**Puzzles:** Get the elevator operational by using both scientist keycards.

**DANGER:** No-Danger purely focussing on the player learning the basics.

## Annotated Map:



## Flow Chart:




# LEVEL02: B1

*(work in process)*

## Objectives:

- Navigate complex areas with patrolling guards and environmental hazards.
- Solve multi-solution puzzles (e.g., redirecting power, disabling cameras, accessing restricted zones).
- Choose between stealth (vents, possession) or combat (using possessed hosts to fight) for progression.

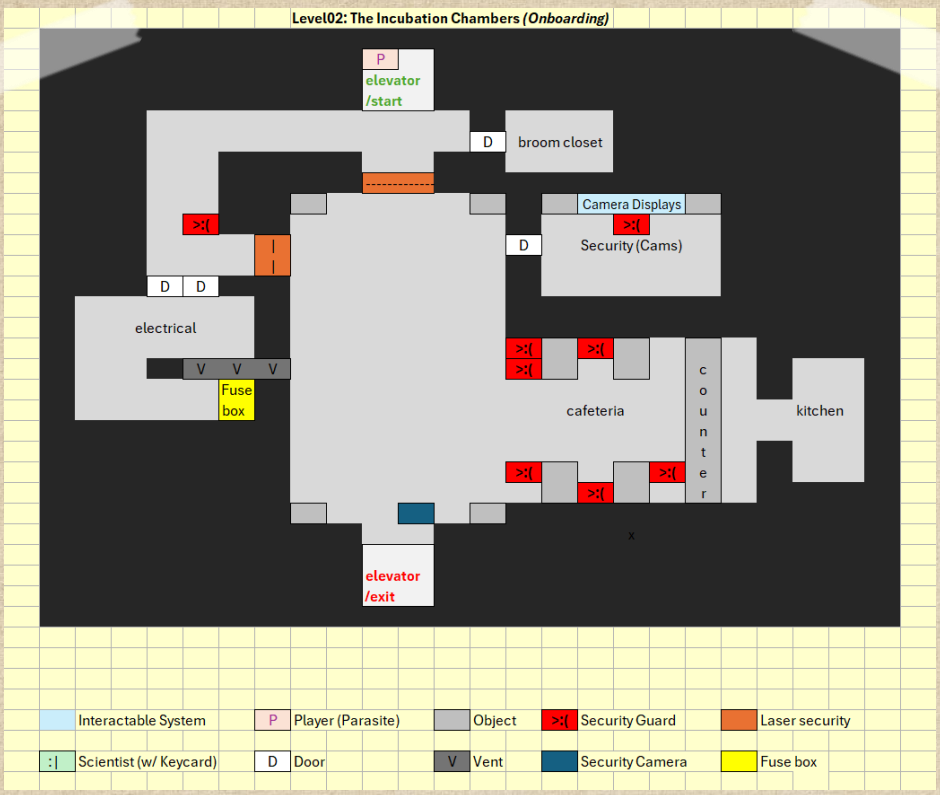
**Puzzles:** Introduce multi-solution puzzles. For example:

- Disable cameras using a scientist's credentials or destroy them by shooting them as a possessed guard.
- Lure guards away to slip through or cause chaos by setting off alarms.

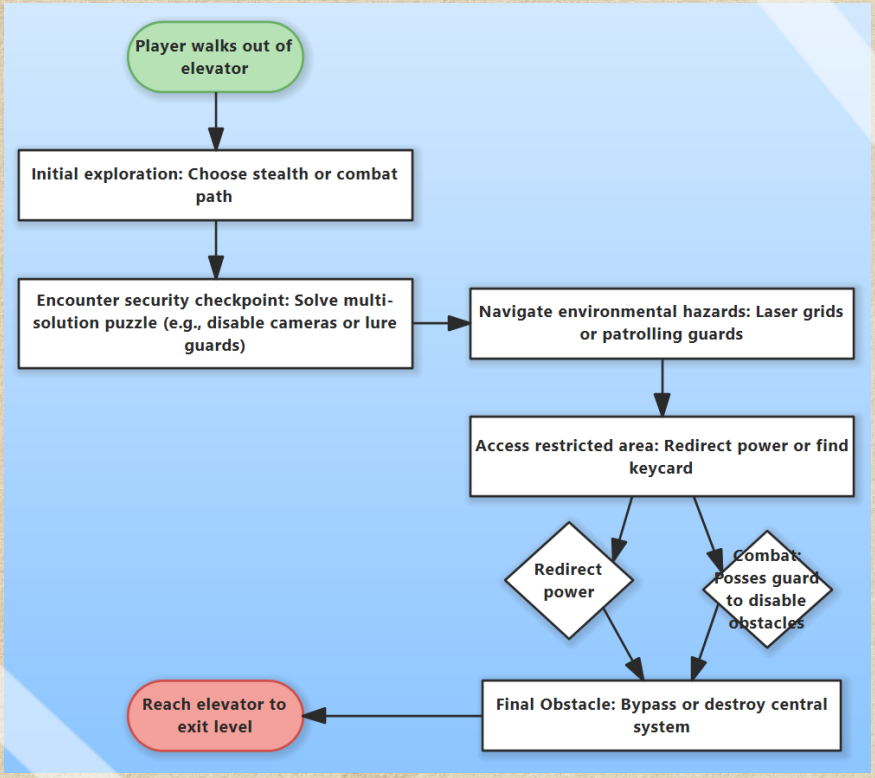
**DANGER:**

- T1 and T2 Security Guards.
- Security systems (e.g., cameras, laser grids).
- Environmental hazards: Door lockdown or laser grid activation after being spotted

## Annotated Map:




## Flow Chart:



# LEVEL03: Ground Floor

*(work in process)*

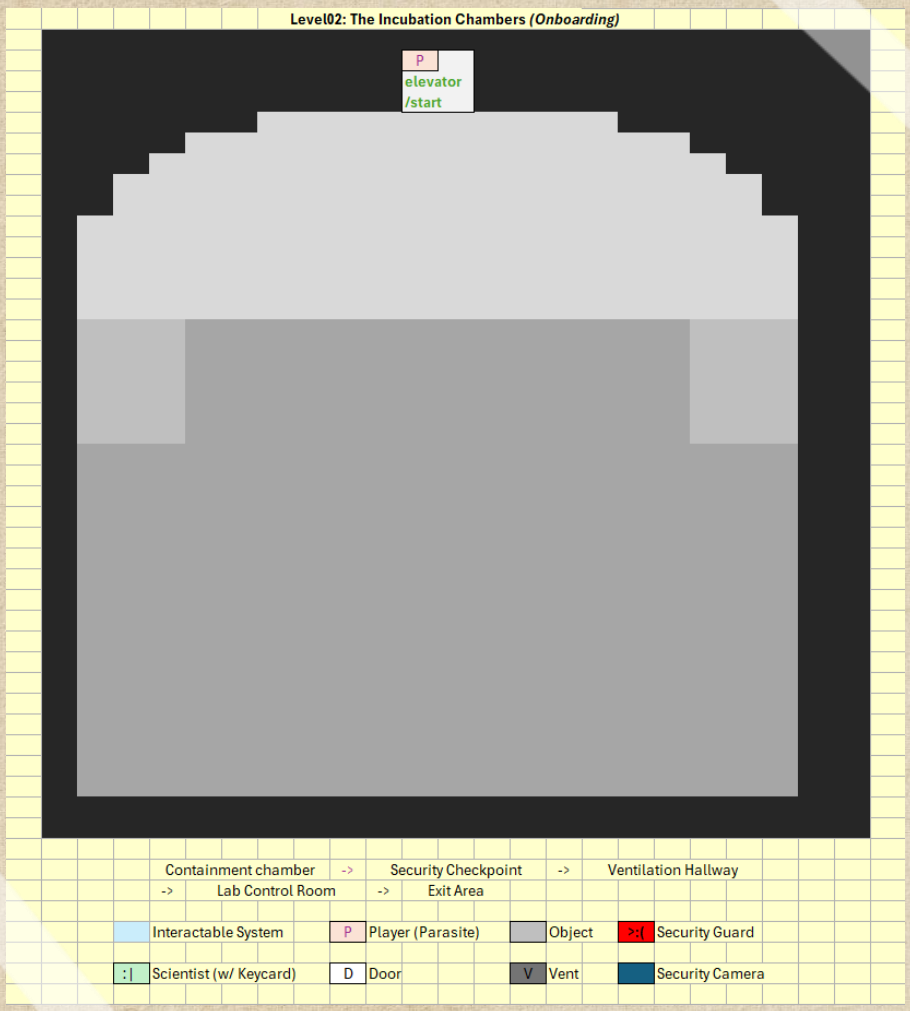
## Objectives:

- Free Big-Bill from his confines and possess him to break through the facilities last line of defences.
- Make your way through the lobby and break out through the front door.

**Puzzles:** Disable the power grid leading to Big Bill's confines, to free him.

**DANGER:** Tons of security guards, including T1, T2 and T3 level guards.

## Annotated Map:



# SECTION05

## CHARACTERS

### SECURITY GUARDS

**GEAR/TOOLS:**

- **T1:** Pistol, Low Armour & Basic Access Keycard.
- **T2:** Automatic Rifle/Missile Launcher, Medium Armour & Basic Access Keycard.
- **T3:** Two Mini-guns as arms, High Armour & Basic Access Keycard.

**WEAKNESSES:**

- Bullets.
- Explosions.
- Broken Armour, as this reveals their skin for the Parasite to infect the host through - Low Armour doesn't protect against infection.

**BEHAVIOUR:**

- Guards patrol their assigned areas and groups-up if any danger is spotted nearby, this includes gun shots, spotting an escapee, seeing a corpse, seeing an unauthorized personal going to their assigned area.
- Flees if they are unarmed or low hp.
- Walk around unnoticed in areas with access.

**STATS:**

**GUARDS**

| | Speed | Health | Power |
|---|---|---|---|
| T1 | 3 | 1 | 1 |
| T2 | 2 | 2 | 2 |
| T3 | 1 | 3 | 3 |

# SCIENTIST

**GEAR/TOOLS:**

- Basic Access Keycards.

**WEAKNESSES:**

- Bullets, Explosions, Infection.

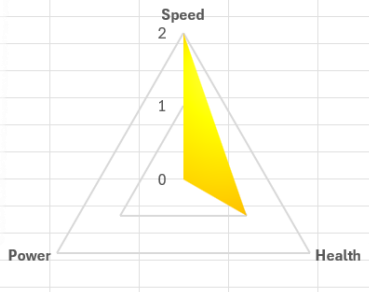
**BEHAVIOUR:**

- Walks around unnoticed in areas with access.
- Flees in the face of danger, runs away from the danger source and if nearby runs to security guards.

**STATS:**

**SCIENTISTS**

| Speed | Health | Power |
|---|---|---|
| 2 | 1 | 0 |



Experiment #47

# PARASITE

SEVERELY DANGEROUS!

**APPEARANCE:**

A muddy beige organism with a slimy, Flesh-like texture. Ranging from 20-50 cm.

**ABILITIES:**

The Parasite's Primary Ability Is **Possession**. Upon Contact It Invades A Host, It Takes Over Their Nervous System, Forcing Them To Act Erratically.

**Signs Of Possession**: The Host Moves Unnaturally in an unorganized matter, With Stiff Or Jerky Motions. Host might try to access areas for which it is unauthorized. Host might act hostile towards others. Host might ask you to undress.

**ORIGINS:** The Parasite Was Created During Top-Secret Military Experiments Designed To Create Bio-Weapons.

- **Splicing DNA:** Combined Traits From Parasitic Fungi and the Hookworm Parasite.
- **Nervous System Override:** Engineered To Hijack Host Nerve Signals For Complete Control.

**WEAKNESSES:**

- **Low Health:** The Parasite can be taken out fairly easily with damage sources.
- **Armour:** Covering up all your bare skin with armour makes it impossible for the Parasite to enter a host.
- **Possession:** While the Parasite is in control of a host they also die if the host dies.

**NOTES:** *Appears Docile, But Physical Contact Allows It To Rapidly Latch On. Testing On Animals Has Shown That Longer Infestations Lead To Permanent Damage To The Host's Nervous System.*

WARNING!! No Known Antidote Exists Once The Parasite Takes Control.

*Experiment #49*

# BIG BILL

**HIGHLY DANGEROUS!**

**APPEARANCE:**

A grotesque, hulking human-like monstrosity standing over 3 meters tall, with a muddy beige, fleshy texture.

**ABILITIES:**

The Bill's Primary Abilities Are **Brute Strength** & **Tentacle Attacks**:

- Long, flexible tendrils can whip, grab, and crush enemies from a distance.
- **Rage**: When heavily damaged or activated, the creature enters a frenzy, increasing its speed and attack frequency.
- **Regeneration**: The creature heals wounds by absorbing organic material from its surroundings.

**ORIGINS:** The result of our poor Janitor Bill getting infected by a parasite while being subjected to:

- **Extreme Radiation**: Accelerated growth and overexposure to bioactive compounds.
- **Environmental Stress Testing**: Adapted to survive in hazardous environments, including extreme heat and chemical exposure.

**WEAKNESSES:**

- **Explosives**: Heavy, sustained damage from explosives prevents regeneration.
- **Fire**: High heat disrupts the parasite's internal systems, causing it to lose control of the host.
- **Decapitation**: Severing the host's head destroys the parasite's connection, neutralizing the creature entirely.

**NOTES:** *This creature is highly aggressive, attacking anything in its vicinity indiscriminately. Nearby infected drones act as support, distracting and overwhelming its targets. Despite its strength, the creature's unstable biology causes frequent erratic movements and short bursts of disorientation.*

# SECTION06

## TECHNICAL SPECIFICATIONS

### Game Engine

- Unity

### Platform And Os

- PC: Windows, Mac, Linux.
- For Future Implementation: PlayStation, Xbox & Nintendo Switch

### Game Mechanics:

#### Parasite Possession:

Control other living or dead creatures and use their gear and abilities to solve puzzles.

#### Weapon System:

Use guns to fight with the living beings, destroy security measures.

#### Door System:

Doors only open for humans with the correct keycard.

There also is an elevator door which only opens once its requirement is met, and moves up and down once operational.

#### Additive Scene Loading:

In the main menu two scenes are being loaded additively: Persistent gameplay & the level scene. When going in the elevator there are two hitboxes which make sure to load the new level and unload the old level for performance.

#### Actor System:

Every character, aka actor, in the scene has a script marking them as an actor, which holds their id, affiliation. Besides that they all have a derived version of the ActorCharacterController, which holds their movement and animation logic and the health and input logic scripts. Besides that there is an ActorFacade, which handles the switching between actors for the possession mechanic, making

sure to set, enable and disable the correct components.

**Camera System:**

For the camera system I am using Cinemachine for the third person set-up. For the camera switching I use a CameraSwitcher script, which handles the registering, unregistering and switching of the camera's by setting the camera priorities.

**Enemy AI:**

Enemies have a state machine which makes them able to patrol between pre-assigned points or randomly, chase, attack and flee from their target.

**Ability System:**

For the parasite's possession ability and future additions I made an ability system which displays the abilities and their cooldowns on the UI.

**Security Camera System:**

The security camera's rotate from side to side, and when spotting the player in their sight (using a custom CheckCone Script) it fires an event which security guards use to patrol to that point.

It is up to the player to use them to lure the guards out or sneak past them, so they can go for a surprise attack.

**Destruction:**

For the vents, and some other interactable game objects like the incubation chambers I use a DestructibleObject script.

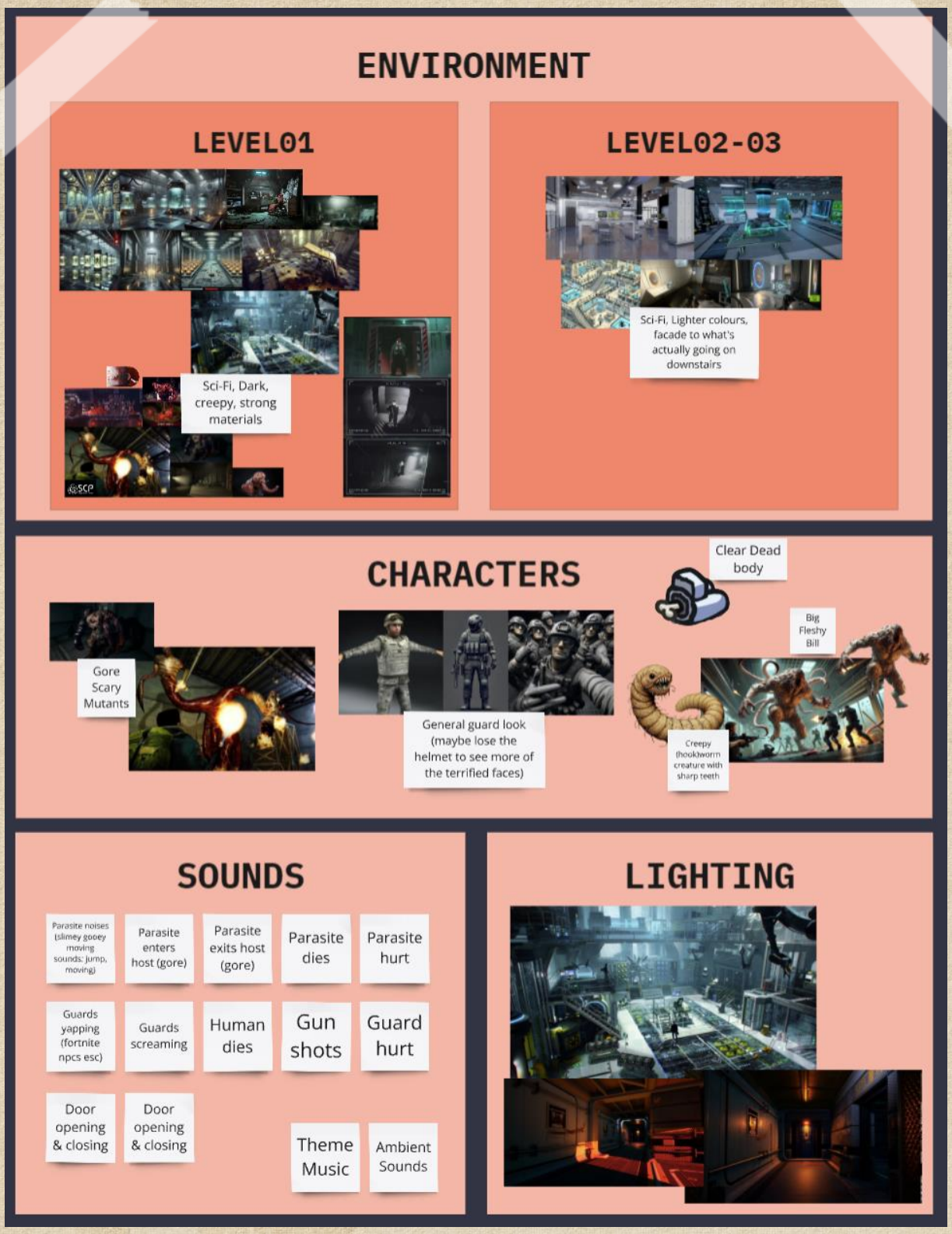
## Game Controls

| | |
|---|---|
| | |

## Graphics & Art Style:

- 3D
- Third-Person
- Realistic Art style

## Moodboard:


ENVIRONMENT
LEVEL01
Sci-Fi, Dark, creepy, strong materials
LEVEL02-03
Sci-Fi, Lighter colours, facade to what's actually going on downstairs
CHARACTERS
Gore Scary Mutants
General guard look (maybe lose the helmet to see more of the terrified faces)
Clear Dead body
Big Fleshy Bill
Creepy (hookworm creature with sharp teeth
SOUNDS
Parasite noises (slimey gooey moving sounds: jump, moving)
Parasite enters host (gore)
Parasite exits host (gore)
Parasite dies
Parasite hurt
Guards yapping (fortnite npcs esc)
Guards screaming
Human dies
Gun shots
Guard hurt
Door opening & closing
Door opening & closing
Theme Music
Ambient Sounds
LIGHTING

# SECTION07

## FEEDBACK

**Soren:**
*(10-12-'24)*

- **Onepager**
  - One Level Example (w/Annotated Map)… And More. ✅
  - Place Design Pillars More At The Forefront (Above USP) ✅
  - Add Name To OnePager ✅

- **Gdd**
  - GDD Style Good (Did Ask Question Poorly, Need More Feedback)
  - How Does Parasite Leaving The Body Leave The Host?
  - Parasite Can Also Control Dead Hosts. Hosts Die Whenever The Parasite Leaves Their Body. ✅

- **Level Design / Annotated Map**
  - Create Points Of Interest (Lighting, What Does The Player See) ✅
  - Example: Have Scientist Walk In Corridor And Add Windows To Show And Convince The Player To Explore. ✅

- Have it be visible that dead characters are dead (among us dead – top half missing) ✅

---

**UNICATS LAYER**
*(17-12-'24)*

**Oskar:**

- **Gameplay:**
  - Visual **feedback**/polish for inserting a key etc. ✅
  - Add Onboarding.
  - Make possession more forgiving.

- **Bugs:**
  - Fix character sliding ✅
  - Stop second scientist from walking out of room. ✅
  - Elevator opens without necessary keys. ✅
  - Fix camera clipping (walls - vents)

**Sem:**

- **Gameplay:**
  - Utilize vents more. ✅
  - Tag doors with colours (green shirt green tagged doors). ✅
  - Nice progression.

- **Suggestions:**
  - Security Camera's would be cool.
  - Hallway where they get scanned on (become the boss).
  - Eye scanner for doors or other devices?
  - Puzzle related to shooting things.
  - Add Sounds.
  - Have areas which some scientist can't access.
  - Add In-Game Lore (signs/folders at containment) parasite can't read text but humans can.

- **Bugs:**
  - Exiting host doesn't work. ✅
  - Cam bug with second scientist. ✅

- **Similar Media:** The Thing & SCP Foundation.

**August:**

- **Gameplay:**
  - Feed big bill until he becomes so big that he breaks his containment pod.
  - Elevator has vent which you can use to evade guards waiting for you after level 1?
  - Bounce pad/Elevator Railing/Boxes for getting into the ceiling vent?
  - Make it a visually visible who have keycards (on belt of characters). ✅
  - Add a third key for opening the elevator door? Maybe add one you can pick up on the wall in the Sign-In place.

**Shawn:**

- **One Pager:**
  - Show Mechanics & Art Style inspiration more.

- **Gameplay:**
  - Why would I switch back to parasite?
  - To possess other host.
  - Ye fair.
  - Would be cool though if for **puzzles you** also **have to use parasite form** more.

**Krystian:**

- **Gameplay:**
  - Have the player become Big Bill in level three by possessing a scientist and walking into a gamma thingy?

- **Similar Game:** Evolve.

---

**Joël:**

- **Gameplay:**
  - Parasite needs to be able to control dead hosts, since otherwise puzzles become unsolvable. ✅
  - If parasite enters host and leaves they die. ✅
  - Parasite is one shot. ✅
  - If host dies while parasite is inside them parasite also dies.

**Freddie:**

- **Puzzle Ideas:**
  - Parasite immune guard → need to posses guard to kill him (and get his keycard).

- **Advice:**
  - Start off with internal goals for level.
  - Think of host as tools, how can they be used to solve puzzles.
  - Think of puzzle first without danger. Then afterwards with.
  - Slowly build up complexity.

# MAIN ITERATIONS:

## Gameplay & Design

- **Improved Visual Feedback For Interactions:**
  - Key insertion feedback now changes from red to green to indicate success.
  - A visible keycard is now displayed on the character to reinforce its presence.

- **Improved Door & Navigation Clarity:**
  - Colour markings were added to doors, and the elevator door was made visually distinct to prevent confusion.
  - A text prompt was placed above the elevator door to clarify its function and requirements, addressing player

confusion about the keys' purpose.

- **Enhanced Player Guidance:**
  - A text pop-up appears when interacting with keys, informing players of the required action.
  - A text pop-up appears when getting close to the first vent, informing players of the required action.
  - Added more vents—one for each room—to prevent soft locks when scientists flee into inaccessible areas. This also reduces unnecessary backtracking while maintaining corpse placement mechanics.

- **Character Readability & Feedback:**
  - Introduced clear character models for both alive and dead NPCs.
  - Dead bodies now have exaggerated visual cues (inspired by Among Us) to eliminate confusion about their state.

- **Parasite Balancing Adjustments:**
  - Introduced one-hit kill mechanics for the parasite, increasing tension and encouraging strategic play.
  - Hosts also die instantly when killed, reinforcing stealth and puzzle-solving elements over brute force.

## One-Pager

- **Refined Content for Clarity & Impact:**
  - Reduced text volume and added more visuals for better readability.
  - Shortened the level design section to focus on key takeaways.
  - Sections were scaled and reordered based on logical progression and importance.
  - Added missing credits and design pillars to strengthen presentation.

# SECTION08

## SOURCES

### ASSETS

**Models:**

- All models were made by me.

**Textures:**

- Floor Tiles:
  - Kumar, A. (n.d.). *Rubber Tiles Texture • Poly Haven*. Poly Haven. https://polyhaven.com/a/rubber_tiles
- Wall Panels:
  - Kumar, A. (n.d.-b). *Rubber Tiles Texture • Poly Haven*. Poly Haven. https://polyhaven.com/a/rubber_tiles
- Ceiling Panels:
  - *Perforated metal ceiling panel*. (n.d.). Free PBR | TextureCan. https://www.texturecan.com/details/440/

### IMAGES

- OpenAI. (n.d.). *ChatGPT*. https://chatgpt.com