| **Category** | **Object** | **Suggested Pixel Size** | **Relative Scale** | **Notes** |
| --- | --- | --- | --- | --- |
| 🚚 **Vehicles** | Civilian Truck | 96x64 to 128x64 | ~3x width, 2x height of character | Already made; varies by truck type |
|  | Military Transport Truck | 128x64 to 160x64 | Larger/heavier visual | Already made |
| 📦 **Containers** | Crates (wood/metal) | 32x32 / 32x48 / 48x48 | Stackable, vary sizes | Done |
|  | Barrels (explosive/storage) | 24x32 / 32x32 | Slightly smaller than character | Done |
| ⚡ **Powerplant – Core** | **Main Reactor Core** | 96x96 or 128x128 | Dominant centerpiece | Round or hex core design works |
|  | Turbines / Generators | 64x64 / 96x64 | Horizontal or vertical modules | Done |
|  | Transformers | 48x48 / 64x64 | Medium blocks | Done Both Main and Sub |
|  | Control Panels / Terminals | 48x48 / 64x48 | Like office desks | Done With 3 Variants |
|  | Cabinet Panels (fuse/server) | 32x64 / 48x64 | Tall rectangle | Done With Two Variants (Electrical Fuse And Server Cabinet) |
|  | Standing Console / Vertical Panel | 48x48 or 64x64 | Ideal for interaction | Done Merged Vertical Cabinet Plus Console |
|  | Computer Desk Setup | 64x32 + 32x32 monitor | Spread layout | – |
|  | Wall-Mounted Terminal | 32x32 / 48x32 | Mounted flush to wall | – |
|  | Mainframe / Server Rack | 64x64 or modular 32x64 | Can tile across walls | Done Server Rack |
|  | Touchscreen / Holo Console | 48x48 | Futuristic, glowing FX | – |
|  | Power Grid Breakers / Boxes | 32x32 / 32x48 | Small wall units | – |
|  | Cooling Tower (external) | 160x160+ (BG layer) | Massive, likely not interactable | Parallax/scenery prop |
|  | Cable Bundles / HV Lines | 8–16px wide, long paths | Overlay on floor/walls | FX or hazard support |
| 🧱 **Environment** | Metal Fences / Barbed Wire | 32x32 segments | Modular barriers | – |
|  | Security Gates / Checkpoints | 96x64 / 128x64 | Wider than roads | Sliding or retractable |
|  | Concrete Barriers / Sandbags | 32x16 or 32x32 stacks | Short cover props | – |
|  | Broken Walls / Debris Tiles | 32x32 / 64x64 chunks | Damage mapping | – |
|  | Maintenance Scaffolding | 32x64 / 64x64 | Climbable visual | – |
|  | Air Vents / Exhaust Ducts | 32x16 / 32x32 | Wall/floor detail | – |
|  | Drainage Grates | 32x16 / 32x32 | Small walkable hazard visuals | – |
|  | Storage Lockers | 32x64 or 48x64 | For utility or player loot | – |
| ☢️ **Hazards** | Radiation Signs | 16x16 / 32x32 | Wall-mount icon | – |
|  | Leaking Barrels / Puddles | 32x32 + decal FX | Pair with liquid animation | – |
|  | Sparking Wires / Fuseboxes | 32x32 + particles | Interactable / danger FX | – |
|  | Scorch Marks / Damaged Ground | 64x64 decals | Overlay tiles | – |
|  | Security Cameras | 16x16 / 24x24 | Ceiling/wall-mounted | May rotate |
|  | Laser Tripwires | 4–8px beams | Use 32x32 anchors with beams | Red glow, blinking FX |
|  | Locked Doors (Color-Coded) | 64x96 (double) or 32x64 | Fit wall grid; slide/hinge | Keycard system |
|  | Elevators / Stairwells | 64x64 opening | Vertical transition spot | – |
| 🔧 **Utility Props** | Workbenches / Tool Racks | 64x32 or 64x64 | May hold craftable items | – |
|  | Welding Gear / Hazmat Suit Racks | 32x64 or 48x64 | Hanging visuals | – |
|  | Flashlights / Emergency Lights | 16x16 to 32x32 | Mounted or dropped items | Glowing animation |
|  | Forklift / Utility Cart | 64x64 / 96x64 | Small vehicle for background | – |
|  | Oxygen Tanks / Power Packs | 24x48 / 32x32 | FX fuel or explosive containers | – |
| 💡 **Lighting & Mood** | Emergency Lights (Red) | 16x16 / 24x24 blinking | Wall or ceiling mounts | Use blinking shader |
|  | Flickering Ceiling Lights | 32x8 or 32x16 | Can affect lighting layer | Combine with light2D |
|  | Shadow-Casting Pipes | 32x32 / 64x32 | Foreground/ceiling layer | Parallax foreground |
|  | Fog Emitters / Smoke FX | 64x64 cloud tiles | Animated or transparent | Particle or decal layer |
|  | Machinery Glow FX | Additive 48x48 or more | Shimmer/light bloom | On interactive machines |
| 🎮 **Gameplay Objects** | Access Terminals | 32x32 / 48x32 | Trigger mini-puzzles | – |
|  | Locked Cargo Containers | 64x64 / 64x96 | Loot / destructible | – |
|  | Breakable Props (Glass, Wood) | 32x32 / 48x48 | Trigger shatter FX | – |
|  | Health / Ammo Machines | 32x64 or 48x64 | Retro-styled vending devices | – |
|  | Save Terminals / Checkpoints | 32x64 / 64x64 | Glowing + animation | May flash/ping |