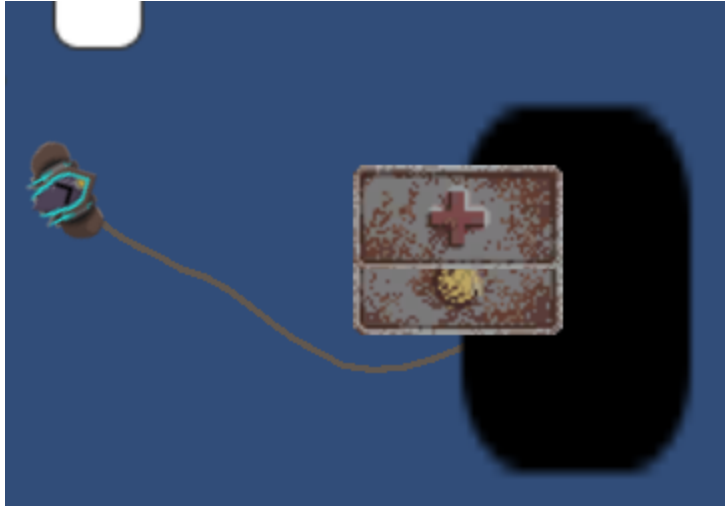- SendMessage DestroyRope has no receiver!
UnityEngine.GameObject:SendMessage(String)
ItemHolder:OnTriggerEnter2D(Collider2D) (at Assets/Scripts/PropElements/ItemHolder.cs:30)

- Metal Items pushed to side after being put into the home ship:

- When the gates of the airlock begin the close while the player is between said gates, the player ship is sent flying out at a high velocity
- Oxygen Station not working:
  NullReferenceException: Object reference not set to an instance of an object
  OxygenStation.OnTriggerStay2D (UnityEngine.Collider2D col) (at
  Assets/Scripts/PropElements/OxygenStation.cs:35)