Health Bar: A health bar will randomly appear on screen. The bar will be full and remain on screen for the rest of the game.

The prowling monster: While in hallway the lights will turn off and the players lighter will be non functional (no matter how many tries it doesn’t work). A creature (the boss) will be heard moving around in the halls, passing directly by the player, stopping, and then continuing down the halls. Door sound will happen & monster will disappear. Lights will turn back on & lighter will work again.

Medkit Incident: A medkit will casually be lying on the ground of which the player can collect. When the player picks it up the game will ‘bug out’ and ‘kill’ the player, throwing them down to 1 hp along with a **GAME OVER** shown on their screen. This stays for a few moments before disappearing.

Broken Counter: A counter will show how many rooms the player has been through. It works initially but starts to break soon after. Rooms will be skipped, there will be letters or words instead of numbers, and can appear on other parts of the screen.

Broken Gravity: Sometimes when players enter a room or the hallway the entire area may be completed flipped (ala Inception 2nd floor)

Is that my footsteps?: it will reach a point when the players footsteps will no longer be audible. Eventually the players footsteps can be heard again but in a completely different spot compared to the players location.

Heal from pain!!!: The player will come by a damaging object in the environment (spikes? Fire? No idea) however something weird can occur if the player is already damaged. Instead of losing more health they instead heal back to cap.

Glitched inventory: The player will be scrolling through their inventory and may find some random items they had never picked up before. Using any of these causes a glitch effect on the players screen.

Lefty-Righty: Controls are reversed for the room (forward acts as back, left acts as right) (camera is additionally inverted)