Notes for objects:

LAMP: Object should be pure white and very brightly emissive when on, and unpowered black when off. Lamp head must be at or below player height as to not cause problematic shadows.

DOOR: Lights should change color with status (Blue is powered, black is unpowered, red is locked). Glass doors should be slightly blue-tinted. Solid doors should be darker than the door frame. Inner darkness must be non-specular. Door frame must not exceed minimum base height.  
KEY: Outside border color should change with key clearance. Interior should be emissive with power blue or unpowered black.  
STAND: Interior “hover” object should be emissive. The glass should quickly drop (glass door movement behavior) when powered. The glass should be the same blue tint as the doors, but you should be able to see the color of the interior key with ease.  
SWITCH: Button should be emissive enough to show in shadow. When clicked, goes into the other state.

CLOCK: Should protrude slightly from the wall and display the seconds remaining in a monotype font with a “:” before the number (I.E. :55). Must be emissive enough to be seen in the dark.

SENSORS: Must be circular and VERY SLIGHTLY protruding from the walls or floor. The outer ring varies between “unpowered” black and “powered” blue. The center is filled with necessary vector iconography.

All Colors:

*All objects should use the same few colors. The following colors are the same:*

(Slight offwhite) Body White: Doorframe, Stand Body, Switch Housing, Sensor Background  
(Light cyan) Power Blue: Door Blue, Stand Center, Sensor Edge

(Dark grey) Unpowered Black: Door Black, Stand Sensor, Stand Bezel, Switch Backing, Clock Face, Sensor Black

(Vibrant red) Negation Red: Door Inactive Red, Key Red, Switch Off Red

(Vibrant green) Access Green: Key Green, Switch On Green

The following colors are independent, but should be used if such colors arise:

Key Blue, Key Yellow, Solid Door Grey