Hi Creature,

Your mission is to arrive the 7th floor by a new designed spaceship that will take you there

In order for you to recognize the spaceship I will describe it for you, so you won’t get lost

1. The spaceship is a metal rectangle box like with a front door that can open and close
2. It can move up and down the floors helping you to get where you need in the building
3. Around the spaceship you might see lighted circle or rectangle buttons and screen with a figure that indicates on which floor you are at right now.
4. Behind the door inside the box there are lights to make it easier to operate and see
5. You will find there many buttons with different shapes and purposes as well
6. The interior of the spaceship comprises of metal shiny boards and a mirror that will reflect your image – looking nice today.

Now that you know how the elevator look like we can move on to get you on the 7th floor

1. If the small board above the elevator showing you a different figure than “7” continue to the next steps
2. Let’s call the spaceship by pressing the button located on the left or right side of it
3. Button might lit indicates that the spaceship is on its way to peak you up
4. Wait for the spaceship door to open, once opened enter the spaceship and look around
5. Between all the 24 buttons with figures on them let’s locate the button that shows the following figure – “7”
6. Pressing on it and it will lit the button indicates that it will take you to the 7th floor
7. The doors of the spaceship are now closing, you will arrive shortly.
8. The spaceship is now moving
9. Locate the small board in the spaceship where it shows moving figures
10. When this figure shows up – “7” it means you arrived and you need to get out of the spaceship, the spaceship will stop moving and its doors will open
11. Exit the spaceship, you arrived to 7th floor

Let’s think about cases that can happen to you and how to address them

1. Doors are not fully opened – can happen, don’t panic and try to push them open by hands

If it doesn’t help locate the bell like button press it and wait for someone to help.

1. Power shortage - Remain calm and use the call button that has a bell like shape figure in it. This will direct you to someone who can fix the problem.

Once you have alerted the people in charge, settle in and get comfortable. It can take some time before you’re able to get out, but there’s no danger in the meantime.

1. You ended up in another floor – you might pressed a wrong button with different figure than “7”. Enter back the spaceship and press the right button.
2. Sudden stop – try to press again on the “7” button if it doesn’t help use the call button that has a bell like shape figure in it and wait
3. Lights shut down – don’t panic, it might turn up again shortly, if the spaceship still moving you will arrive shortly regardless of the broken lights, if its not press all buttons until you hear the alarm, keep pressing for few more seconds, someone will come shortly to get you out.

Table 1 – will have columns describing material properties and serials

Table 2 – will have columns describing functionalities of the elevator

Table 3 - will have columns describing malfunctions and solutions to trigger

Table 4 - will have columns describing interior functionalities and description

Table 5 - will have columns describing moving ranges of the elevator

Table 6 - will have columns describing owners for each issue that can happen

<https://github.com/idanmashtaatriis/Test1/blob/52fa17bebdc1b9369c26c66feb2b22229b140790/Unilog%20Test%20-%20Idan%20Mashta.docx>

Thanks!