Rooms:

* Envivorment control
  + Stats : Air, Water
* Mess Hall
  + Stats: Air, Food Supply, Water
* Hydroponics
  + Stats: Water, Air
* Med Bay
  + Stats: Water, Air
* Maintenance room
  + Stats: Air
* Living Section
  + Stats: Air, Water

Colonists:

Name :

Last Name :

Occupation (Abilities in certain occupation will count from 1 to 3 : eg. Lvl 2 Medic

HP (from 0 too 100, depending) :

Hunger (From 0 to 10 where more than 0 means that colonist needs to go to Mess hall):

Energy: (From 0 to 100 if dropped to 0 colonist can no longer work until he spends certain time in Living section )

Debuffs: (Hunger(Makes energy decrease faster) , Sickness (decreases health slowly) , No energy(colonist is unable to work) )

* Maintenance worker
* Medic
* Hydroponics caretaker
* Envivorment control operator
* Cook