Layout notes/game walkthrough

**Start:** **Containment Facility**.

Doors: 1 – East

Interactions: 1 **Guard**. You must pass this interaction to continue (should be easy).

Player: Interacts with **Guard**, passes, goes East through the door and into the **Hallway**.

**Area 1: End of the Hallway**.

Doors: 1 – East

Interactions: None.

Notes: **Hallway** has a dead-end to the North and an obstacle to the South; Player must exit through the East door.

Player: Goes East through the door and into the **Breakroom**.

**Area 2:** **Breakroom**.

Doors: 2 – West and South.

Interactions: **1 NPC**, on a coffee break. Should be an easy pass.

Player: Goes South through the door and into the **Office**.

**Area 3: Office**.

Doors: 3 – North, West, and East.

Interactions: **1 Office Worker**.

Player: Interacts with **Office Worker**, chooses to go East into the **Lobby** or West into the **Hallway**.

**Hallway**: Runs throughout the facility, patrolled by alert guards. Players may choose to take their chances here, or try to escape through a door. Doors open into the hallway from the **Office**, **Breakroom**, **Lab**, and **Lobbies**. The **Hallway** is blocked to the North and South by obstacles.

**Area 4: East Lobby**.

Doors: 2 – West and Southwest.

Interactions: **1 Guard**, at a guard desk. Less alert (easier) than hallway guards on patrol.

Player: Interacts with **Guard** (or bypasses?), passes, goes West into **Hallway**, West back into **Office** (cannot interact with **Office Worker** again), or **Southwest** into the Bathroom.

**Area 5: Bathroom**.

Doors: 1 – East.

Interactions: **1 Boss**.

Player: Interacts with **Boss**, passes, goes East (same door as entrance; this room is a dead end). Back to the same choices as in the East Lobby.

**Area 6: Lab**.

Doors: 3 – East, South, West.

Interactions: **1 Scientist**.

Player: Interacts with **Scientist**, passes, goes East into **Hallway**, South into **Hallway**, or West into **Lobby**.

**Area 7: West Lobby**.

Doors: 2 – East and Southeast.

Interactions: **1 Guard**, at a guard desk. Less alert (easier) than hallway guards on patrol.

Player: Interacts with **Guard** (or bypasses?), passes, goes East into **Hallway**, East back into **Lab** (cannot interact with **Scientist** again), or Southeast into the **Shipping Office**.

**Area 8: Shipping Office**. (Or **Breakroom**, **Conference Room**, depending on art assets.)

Doors: 2 – West and East.

Interactions: **1 NPC**.

Player: Interacts with **NPC**, goes East into **Hallway**, and reaches the **Exit**.

**End of the Level**!