

## Starting Room

**Testing room:** Contains a cage for Tesla, door is blocked, contain the first element the player receives. Will possibly contain a dead scientist, at least has a nametag for characterization. Will look run down and will have the basics of a laboratory set up.

## Secondary Rooms

**Office:** desk, chair, coat hanger, book shelf or 2, science clutter: Microscope, pipettes, assorted supplies, computer. Loose papers and open books. Jars with unknown specimens. Art on the walls, DNA strand or something similar/related to genetics. Desk is messy.

**Supply Closet:** contains boxes full of basic laboratory equipment: gloves, paper towels, goggles, test tubes, glassware. Possibly lit by a single bulb from the ceiling, dark/uninviting. Can contain an item to be used in another room. Possibly need a code or keycard to access. Small.

**Fridge/Freezer room:** really cold, racks of sealed tubes, petri dishes, shelves holding solutions and different liquids. Is possible this room contains a new element or a recipe, or just a useful item (liquid Nitrogen).

**Aquarium room:** storage for aquatic animals, opening this room could introduce the Octopus character. Broken aquatic storage tanks, fish bones, glass shards. Rows and rows of tanks in various stages of being broken.

**Kitchen/Breakroom:** fridge, sink and countertop, table with chairs, food all over, couch possibly missing a cushion. Can contain a recipe, or an item. Most likely not lock, but could have another obstruction in order to pass through or enter.