

Switches can be used in hand mode.  
Red colour used to indicate this.  
Can be used as platforms or as a way of turning off electrical hazards.

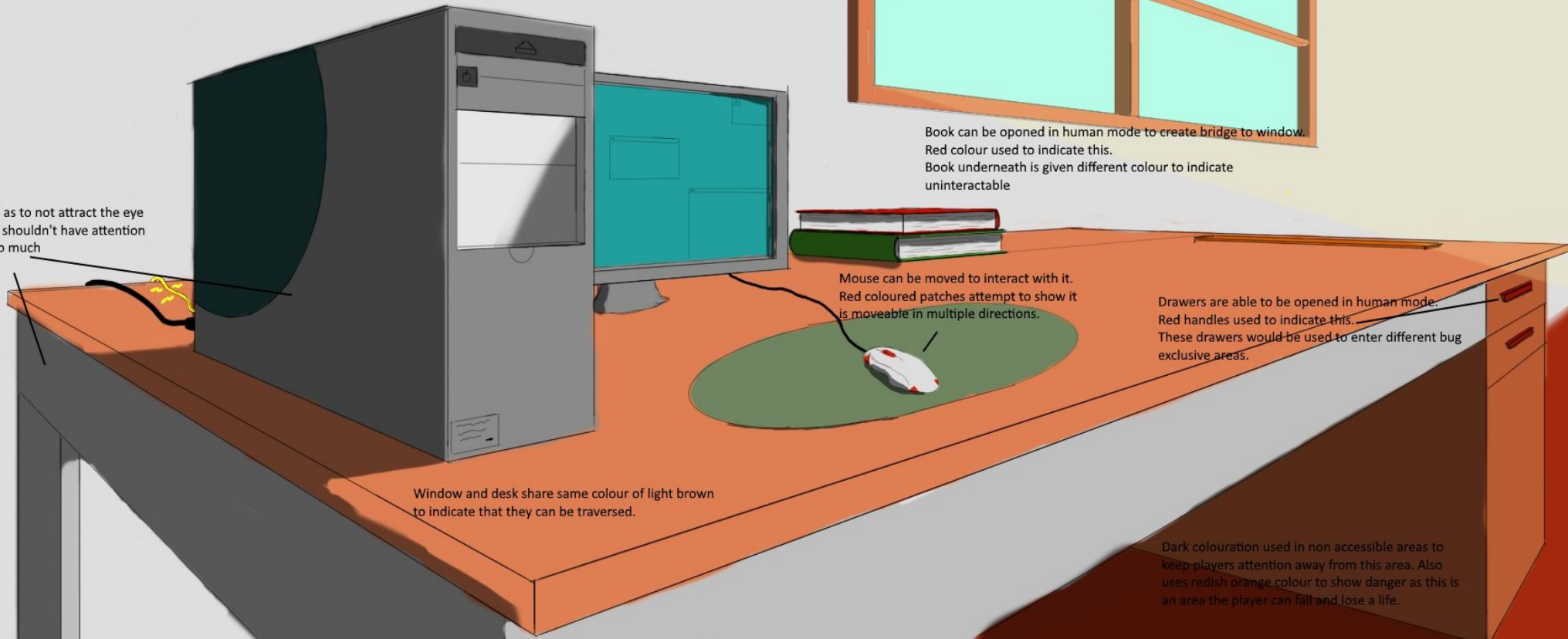


Can be opened in hand mode.  
Red colour used to indicate that it is interactable.  
Usable as platform after being opened.



Brighter colours used to showcase as potential end route. This colour should catch player attention as it is a point of interest while playing

Bland colour used for walls to allow for wall objects to stand out.



Dull colours used as to not attract the eye too much. Player shouldn't have attention caught by this too much

Book can be opened in human mode to create bridge to window.  
Red colour used to indicate this.  
Book underneath is given different colour to indicate uninteractable

Mouse can be moved to interact with it.  
Red coloured patches attempt to show it is moveable in multiple directions.

Drawers are able to be opened in human mode.  
Red handles used to indicate this.  
These drawers would be used to enter different bug exclusive areas.

Window and desk share same colour of light brown to indicate that they can be traversed.

Dark colouration used in non accessible areas to keep players attention away from this area. Also uses redish orange colour to show danger as this is an area the player can fall and lose a life.