

= Lewis

= Rhys

= Connor

House (Bungalow):

- Main Bedroom
- En-suite Bathroom (Bathroom attached to bedroom)
- Hallway
- Kitchen
- Porch

Main Bedroom:

Interactable items:

- Alarm clock = JOSH IS CURRENTLY MODELLING
- Curtains = ADRIAN
- Drawers = ADRIAN
- Wardrobe (doors)
- Light switch = JOSH
- Shirt
- Trousers
- Bathroom door - Handle!!!
- Bedroom door (can't open till gone in the bathroom (hint to go bathroom))
- Cupboards
- TV = JOSH

Other Items:

- Bed = ADRIAN
- Windows
- Lamp
- Desk

Bathroom:

Interactable items:

- Toothpaste
- Toothbrush
- Tap
- Shower (pressure twisty thing)
- Shower door
- Towel
- Clothing
- Toilet and flush
- Light Switch

- Radio

Other Items:

- Sink
- Bathtub
- Lights
- Mirror
- Soap
- Cup?

Hallway:

Interactable items:

- Picture frames
- Books
- Valuables
- Radio
- Clock

Other items:

- Shelves

Kitchen:

Interactable items:

- Cupboards
- Fridge (Maybe add light from the fridge due to low humming sound?)
- Items in fridge
- Milk
- Butter
- Drawers
- Cutlery
- Crockery (plates, cups etc...)
- Toaster
- Stove Kettle (More visible in room due to sound)
- Stove (More visible in room due to sound when stove is on)
- Oven
- Sink (Taps)
- Soap
- Teatowel
- Sugar
- Radio (Add light to the room)
- Bin
- Door

Other Items:

- Clock
- Window
- Surfaces

Porch:

Interactable items:

- Shoes
- Letters
- Letterbox
- Wallet
- Any small things on the side
- Door handle
- Door
- Bell

Other Items:

- Doormat
- Shoe Rack

If we have enough time...**Outside:**

Items:

- Cars
- Birds?
- Trees
- Things that make sound so player can see what it's like outside