



The player's safehaven in this disease ravaged wasteland is an old barn that used to house livestock. It was chosen for its remote location, abundance of space and access to old farming equipment that can be repurposed for a variety of useful items in the player's fight for survival. However, the player's prized possession here is their **CHEMICAL RESEARCH STATION**. The key to saving all of humanity lies in finding a vaccine for an extremely virulent disease slowly turning all of its victims to stone. Despite the lack of resources, the player is able to experiment with mixing a variety of chemicals with some equipment they've gathered from a local hospital. The station is powered by an old generator that's on its last legs. The station is more like a storage unit, with three, 5ft long shelves that are 3ft deep. The highest shelf is 6ft high.

Some things to consider while working on this challenge:



‘Wayfinding’ is a great topic to study for more ideas on visual emphasis. Picture an airport, a subway station, or other crowded public buildings. Though a combination of signs, colors, lighting, and materials, these spaces are designed to guide your path. Wayfinding strategies are often pit against high levels of visual clutter, noise, and stress - so they prioritize clarity above all else.

If you’re aiming for contrast, remember that restraint is extremely helpful. A color might appear vibrant if set against a more muted background. But that same color might not be noteworthy when surrounded by a rainbow of other brilliant hues.