

potential survival events

- player is defenseless
- leaving the main station to investigate a ship's SOS
- SOS that turns out to have been a warning
- ship room repurposed by alien biology, changing the environment
- acid/hole created through multiple levels of the station/ship
- one character gets infected, argument over quarantine vs treatment, protocol vs compassion
- splitting up into teams to: find a thing, so one team can fix something while the other does another task, one team can observe through tech to advise another team as they do a task
- forcibly separated by events and working to reunite
- having to use a device to assist traversing a dangerous room/path
- saving the cat
- using maps of the station to plan out routes or what to quardan off for safety, including airshafts
- gaining access to station's AI/central computer for answers
- having to do a complex shut down, cancel, or start up ritual
- escaping station via pod in time and to watch it explode
- danger blending in with environment (from alien, but could be robot or evnironmental danger)
- having to quietly do something while danger is in the room
- using the environment to attack danger indirectly
- having to deal with irration npc's
- environments that mess with orientation (up&down, etc.)
- survivors found in precarious situations to be rescued fromj
- moving/manipulating environment pieces in unconventional ways to move on to next room
- using tools/implants to manipulate environment
- accessing new parts of the same environment when new tools become available
- having to choose to bully people to come with you or to leave them behind to die
- sudden environmental changes
- sudden events that permanently change the player's goal
- environmental barrier that chases the player and pushes them to keep moving with urgency
- many ways to gruesomely die
- disagreements on what to do or paths to take and having to make a choice
- characters with conficting objectives to complete and the player must choose between them or even to sabotage both
- disappearing NPC's to then look for
- bringing a group of people through a dangerous environment and possibly losing some or all if not traversed perfectly

- characters intentionally lying about events and/or motives
- characters presenting as friends with the same goal, only to be revealed as having nefarious intentions
- characters trying to present as friendly but either misguided actions or circumstance lead the player and/or other characters to question their true intentions and whether they can be trusted
- using drones/robots to explore or complete a task remotely
- helplessly watching the destruction/death of others
- playing with light
- hearing fighting or chaos through a wall or door before seeing it
- distress calls through implants/or wearable earpiece
- seeing danger (people, monsters?) pass through your space and being unsure if you're in danger of being attacked by them in that moment
- using clutter mindfully, and in places where it doesn't make sense, ensure the floors and walls have a lot of detail
- death cult/cthulhu cult
- in areas with no power, having to use batteries to locally manipulate things like doors, locks, platforms, etc.
- clearing rooms or halls of hazards to release safety airlocks (fire, radiation, vacuum)
- coming upon npc vignettes that the player then leaves behind (npc's die/dead or insist on staying put)
- "wind tunnel" obstacle hallway
- moving vehicle (on a track?) (slow fast) that is surrounded by danger
- shadowplay in the environment to imply upcoming danger

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