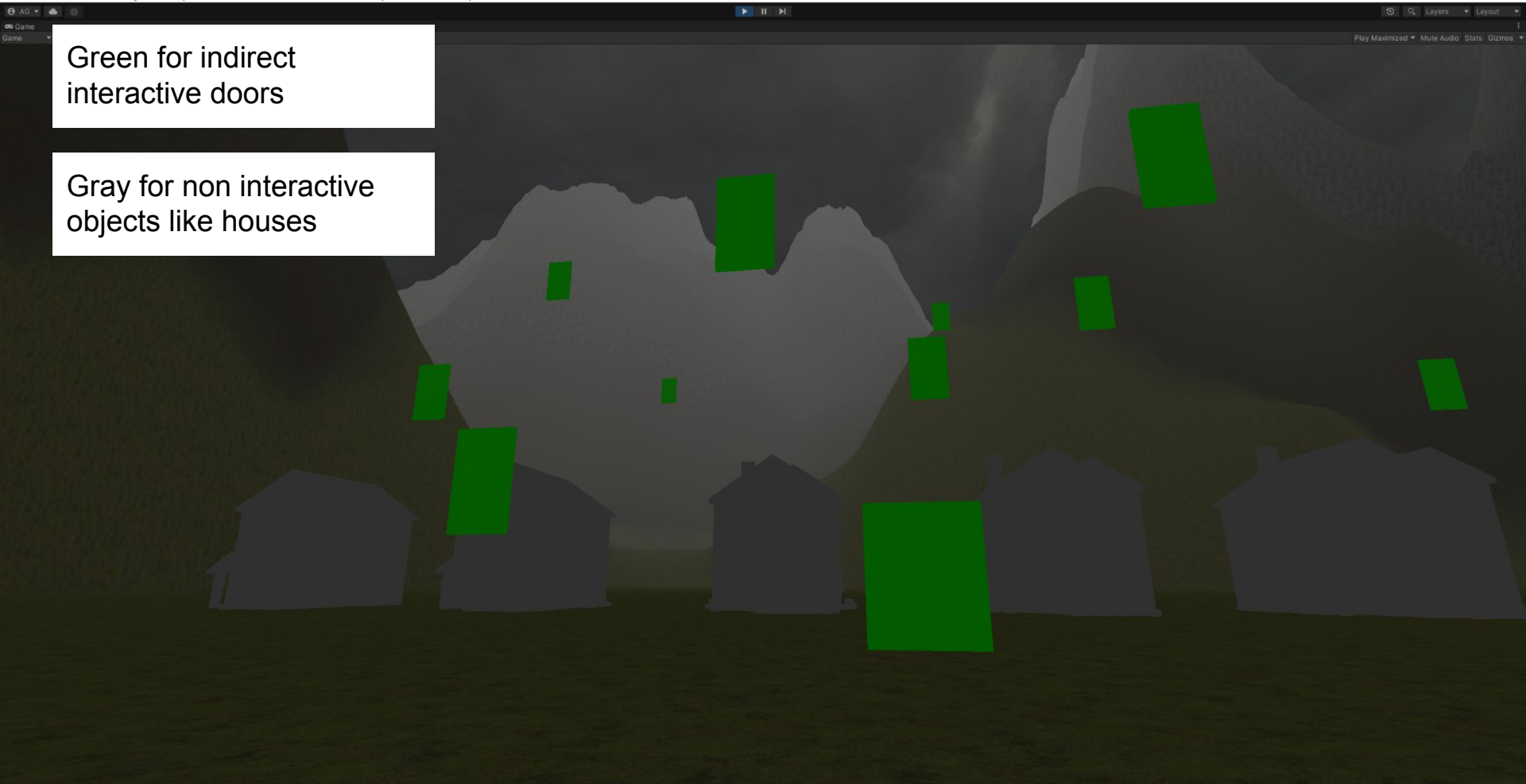


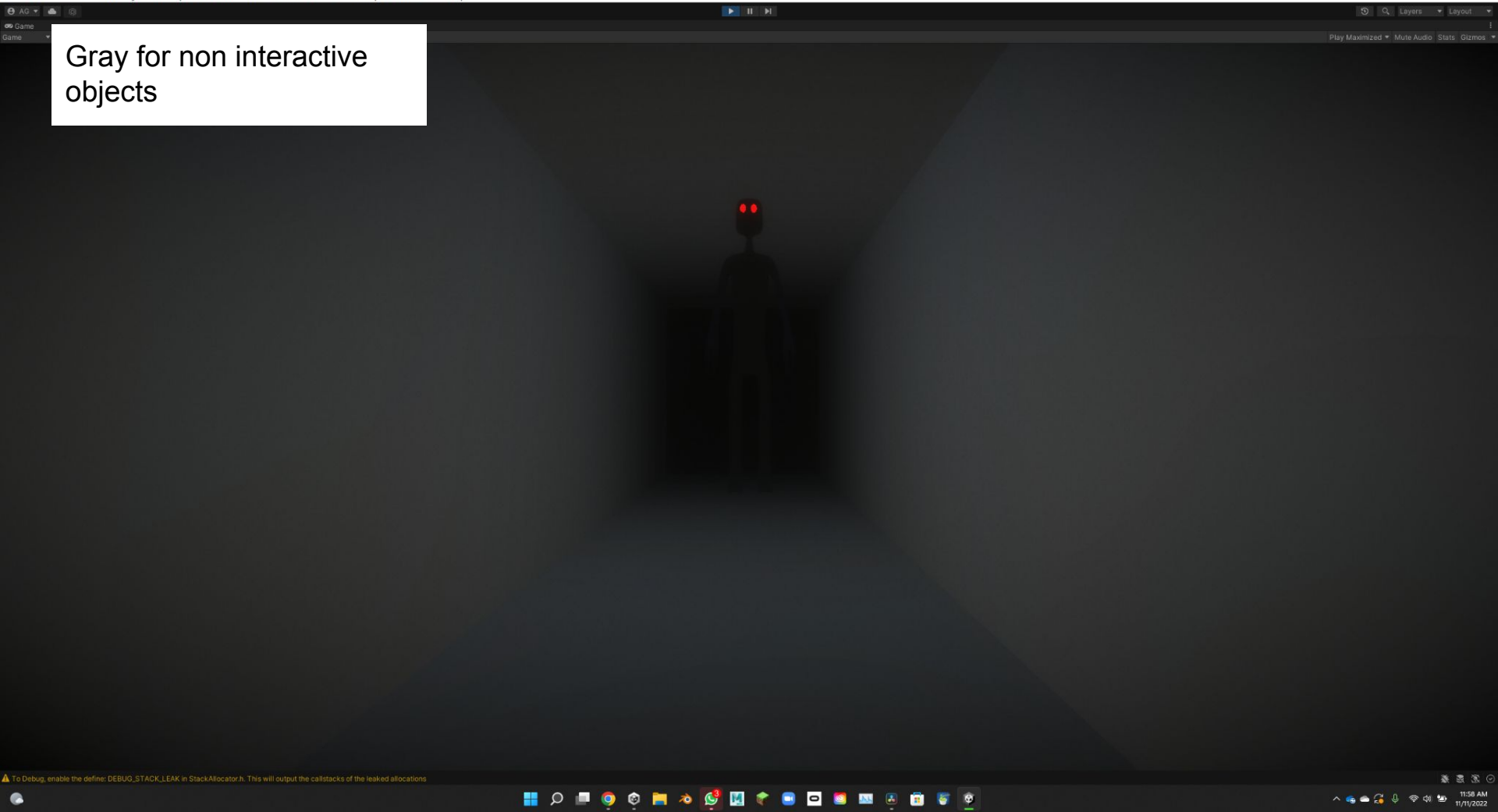


Green for indirect
interactive doors

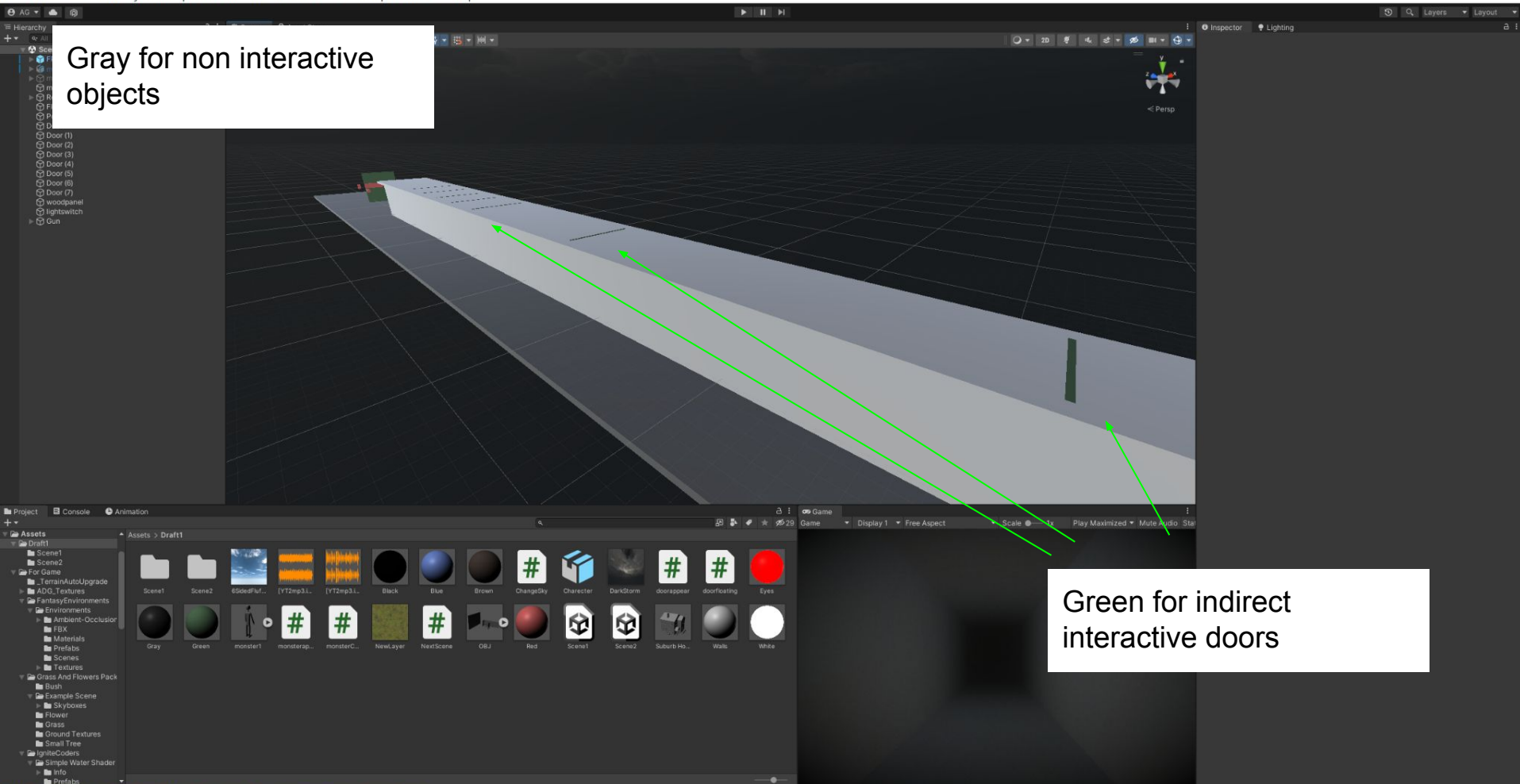
Gray for non interactive
objects like houses



Gray for non interactive
objects



Gray for non interactive
objects



Green for indirect
interactive doors

Red for direct interactive
objects such as light
switch, wooden panel, and
gun

