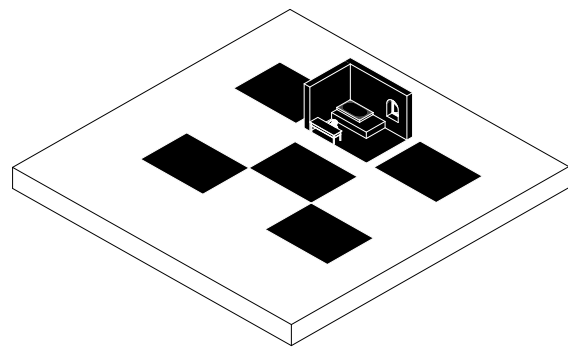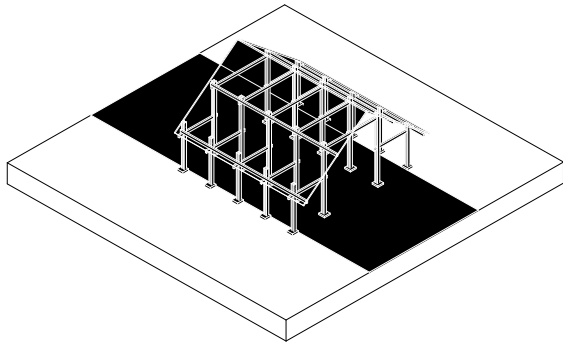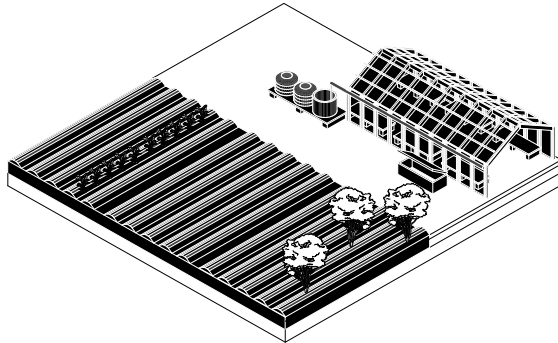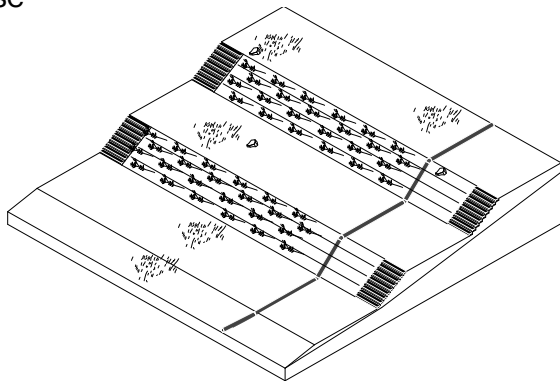common space


individual cell
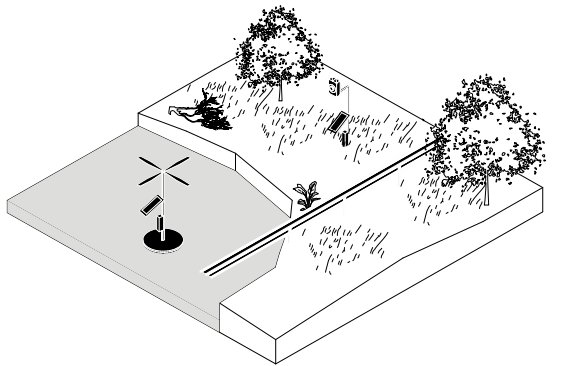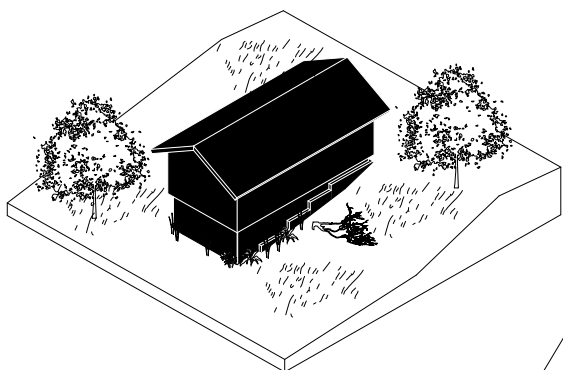

vikings longhouse


plant nursery
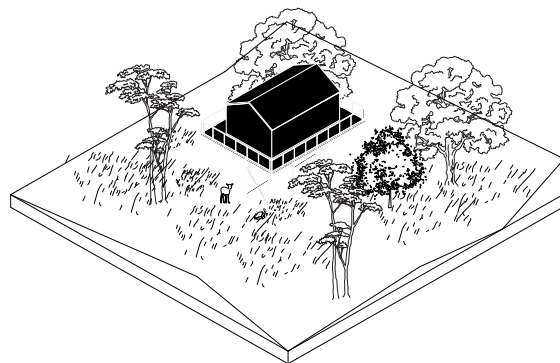landscape


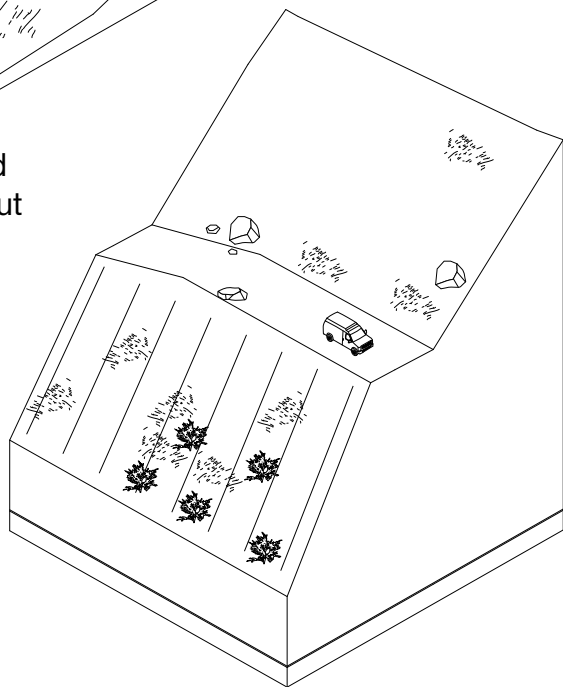terraced
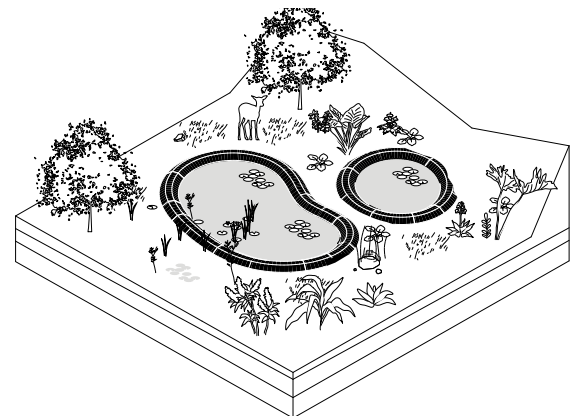landscape


monitoring
infrastructure


embedded
mountain hut


lookout shelter


lifeless slope


toads population
recovery landscape

# typologies

Typologies that are used in the game and future interventions are based on types appearing in the rehabilitation process and those defining different relationship with the landscape.

There are two main categories: the ones blending in, being embedded in the landscape or being a part of it (e.g. embedded mountatin hut, terraced landscape, longhouse);
and the non-invasive ones, movable and temporary (e.g. monitoring infrastructure lookout shelter on pillars);

There are also suppporting types, creating a type of landscape:
(e.g. growing seedlings for planting, facilitating researchers or providing a new habitat for non-human actors).