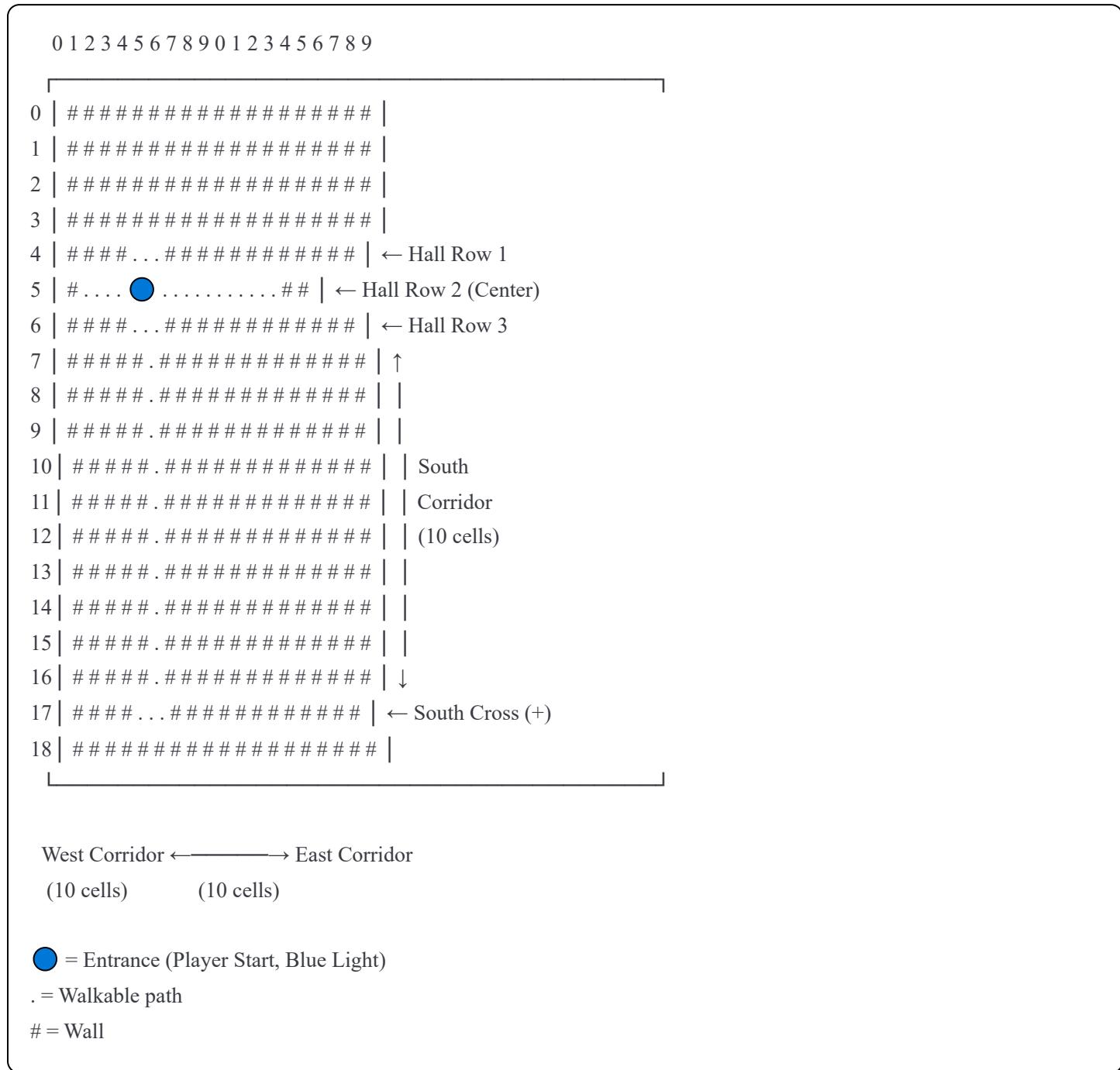


Grand Entrance Hall - Visual Guide



Full Layout (19×19 view)



1. Central Hall (3×3)



Total: 9 cells

Center: (5,5)

Purpose: Grand entrance chamber

2. North Corridor

Position Cell

(5,7) → .

(5,8) → .

(5,9) → .

(5,10) → .

(5,11) → .

(5,12) → .

(5,13) → .

(5,14) → .

(5,15) → .

(5,16) → .

↓

(5,17) → + (Cross Section)

Length: 10 cells straight

Connects: Hall to North maze section

3. South Corridor

(5,17) → + (Cross Section)

↓

(5,16) → .

(5,15) → .

(5,14) → .

(5,13) → .

(5,12) → .

(5,11) → .

(5,10) → .

(5,9) → .

(5,8) → .

(5,7) → .

Length: 10 cells straight

Connects: Hall to South maze section

4. East Corridor

$(7,5) \rightarrow . \rightarrow (8,5) \rightarrow . \rightarrow \dots \rightarrow (16,5) \rightarrow . \rightarrow (17,5)$ [+]

Length: 10 cells

Direction: \rightarrow

Connects: Hall to East maze section

5. West Corridor

$(-7,5) [+] \leftarrow . \leftarrow (-6,5) \leftarrow \dots \leftarrow . \leftarrow (3,5)$

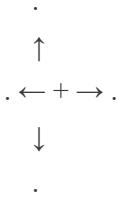
Length: 10 cells

Direction: \leftarrow

Connects: Hall to West maze section

6. Cross Sections (4 total)

Standard + Shape:



Positions:

North: (5,17)

South: (5,-7)

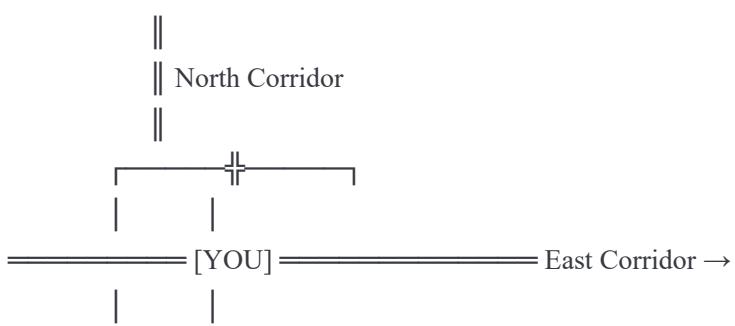
East: (17,5)

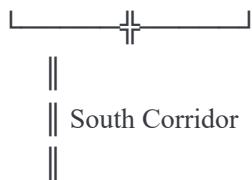
West: (-7,5)

Purpose: Maze entry junctions

3D Perspective Views

Player View (Standing at Start)

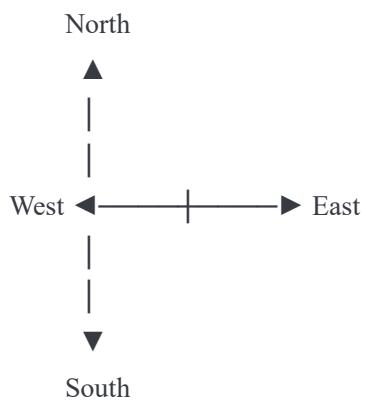




Blue light surrounds you

Four directions beckon

Bird's Eye (3D)



Center: (Entrance light)

Hall: Open 3×3 space

Corridors: Long straight paths

Measurements

Distances

Hall Size:

- Width: 3 cells (6 meters with 2m cells)
- Length: 3 cells (6 meters)
- Height: 2 meters (cell size)

Corridor Dimensions:

- Length: 10 cells (20 meters)
- Width: 1 cell (2 meters)
- Height: 2 meters

Total Structure:

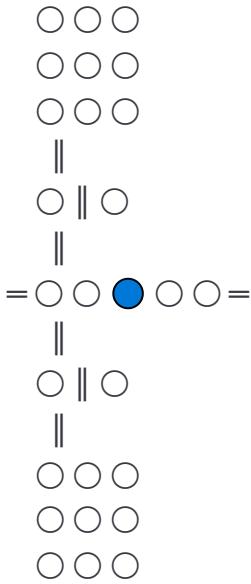
- Footprint: ~50 cells
- Area: ~100 square meters
- Volume: ~200 cubic meters

Walking Times (Approx)

Hall to Corridor End: ~5 seconds
Corridor End to End: ~10 seconds
Full Circuit (4 corridors): ~1 minute
Hall to Maze Proper: ~15 seconds

💡 Lighting Visualization

Entrance Light Coverage



● = Blue light source (intensity 3.0, range 10)

○ = Light coverage area

Full hall illuminated

Corridors partially lit

Light Gradient

Distance Brightness

0-3m	100% (hall)
3-6m	70% (corridors start)
6-10m	40% (corridors middle)
10-15m	10% (corridors end)
15m+	0% (darkness/maze)

Effect: Hall is bright, corridors fade to dark

🎮 Player Journey

Spawn → Exploration

Step 1: Spawn at (5,5)



"Wow, big entrance hall!"

Step 2: See four corridors



"Which way should I go?"

Step 3: Pick North (for example)



Walk through corridor

Step 4: Reach cross section



"Multiple paths now!"

Step 5: Enter maze proper



Deep exploration

Step 6: See blue glow in distance



"That's the entrance!"

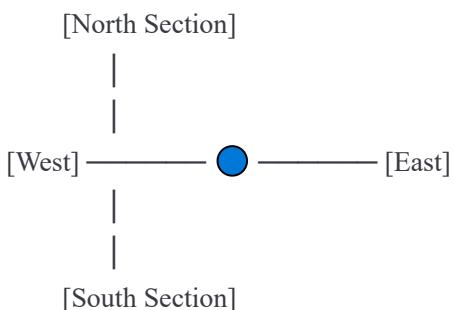
Step 7: Return to hall



Choose different corridor

🗺️ Strategic Map

Exploration Quadrants



Each quadrant: 25% of maze

Prisoners: Distributed across all

Strategy: Systematic exploration

Return Navigation

Lost in North maze?

→ Head South

→ See blue glow

→ Follow to hall

Lost in East maze?

→ Head West

→ See blue glow

→ Follow to hall

Blue light = Always visible landmark

📊 Scale Comparison

Small Dungeon (15×15)

Hall + Corridors = 33% of dungeon

Feeling: Structure dominates

Result: Too large

Medium Dungeon (50×50)

Hall + Corridors = 2% of dungeon

Feeling: Balanced entrance

Result: Good proportion

Large Dungeon (100×100)

Hall + Corridors = 0.5% of dungeon

Feeling: Grand entrance, vast maze

Result: Perfect proportion ✓

🎨 Aesthetic Considerations

Visual Hierarchy

1. Entrance Hall (brightest, largest)

→ Immediate visual focus

2. Corridors (lit to dim gradient)

→ Transition zones

3. Cross Sections (choice points)

→ Decision moments

4. Maze (variable lighting)

→ Exploration space

Architectural Feel

Hall: Cathedral/throne room

- Open space
- Blue divine light
- Symmetrical design

Corridors: Grand hallways

- Long sight lines
- Processional paths
- Leading to unknown

Cross Sections: Intersections

- Multiple choices
- Junction rooms
- Gateway to maze

🔧 Quick Modifications

Wider Corridors (3 cells)

Before: After:

- · ·
- · ·
- · ·

Easier navigation

More spacious feel

Diagonal Corridors

8-direction entrance

More complex

Harder to navigate

Curved Corridors

Organic feel

No straight sight lines

Mystery around corners

Majestic Entrance  - A grand hall worthy of the Jailer Guild!