

MANOR MAPPING REPORT

MAP OVERVIEW

The map is centred around the manor house, around which are arrayed the three grain fields, the church and cemetery, and the orchard. West of the field complex is the river and animal pastures. Inside the pasture is the barn, and the village contains the bakehouse, cookhouse, and blacksmith.

The entire south and northeast of the map is dominated by a forest, which is separated from the main grounds of the manor by a split river. Slightly southwest from the manor, on the shore of the lower branch of the river, is the watermill and the very badly placed well (will be elaborated on later). On the southwest corner of the map is a lake.

EFFECTIVE DESIGN

The church is in the centre of the map, as it is the place of worship. The map was most likely commissioned or made by the nobles, therefore, the manor is placed slightly south of the church. The village is placed away from the manor house and church, as the nobles do not want to interact with the commoners unless necessary. Usually, a church would be inside or nearby the village, but we opted to place it closer to the manor house. The logic was that the commoners would have to walk a distance for faith.

The fields were placed between the village and manor house, as well as relatively close to the watermill. This is for ease of transporting resources, as well as conveniently filling the empty space. The orchard is placed next to the fields, to keep all the agricultural elements close together. Same with the pasture, though it is the farthest from the manor house as the nobles don't wish to smell the animals.

As a cemetery is always part of the church grounds, it's right next to the church. The watermill is placed next to the river for obvious reasons. The well, *well*, that was a mistake. It would be better located inside the village or next to the manor, but we put it down and coloured it in before realizing we'd somehow put it right next to the river. My bad. The blacksmith, cookhouse, and bakehouse, as they are serviced by craftsmen (commoners), they are placed inside the village.