

⊕ = item

→ = direction of sight

--- = movement

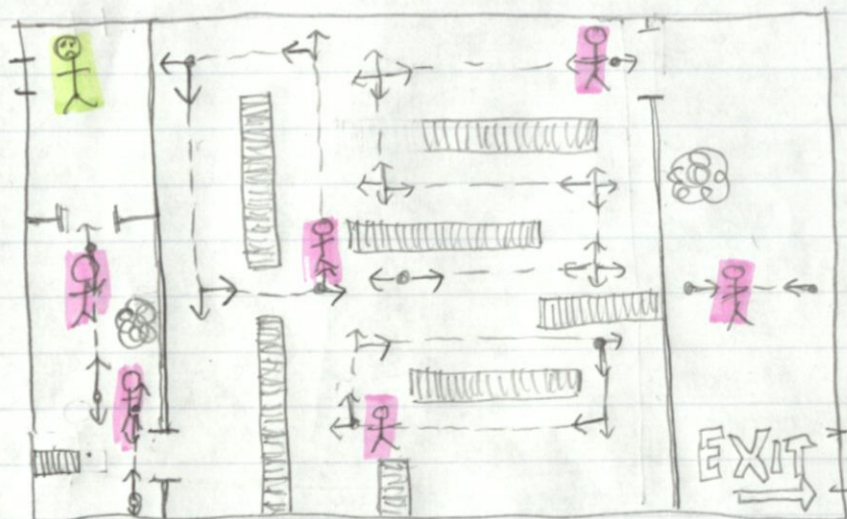
■ = NPC

■ = main player

⊗ = potted plant

▤ = locker

School Halls



○ = table

Locker Room

Lunch Time

