

# Mountain Pass Level

This documentation aims to describe elements and construction of the level along with features that are not present in the final version.

## Village

The layout of the village is not included in the level, instead it's location is marked with a white circle, corresponding with it's position on the map.

## Yuki Level

Yuki Level's position is marked, similarly to the Village, in a place where it should be according to the map. It is only marked on the level due to lack of the description of its purpose and details.

## Temple

In the section of the level between the Temple and the Bandit Camp, the player can encounter, and try to avoid, enemies. The bandits are patrolling the path and the player can use surrounding elements to stay out of sight and proceed to the Bandit Camp. The path was designed with 3 enemies in mind. The enemies are not placed on the level.

## Bandit Camp

The location created with combat in mind. The element "Grid" shows the terrain of location divided into 1.25 x 1.25 squares, the places within the camp that don't feature elements of the grid can't be accessed by characters.

It can be approached from the north, using the path going through the valley and clearing, near the temple, or from the south using the passage under the waterfall after going through the large bridge, the Cemetery and the Yuki Level.

The layout of the camp was designed with around 10 enemies in mind, engaging the player in 3-4 groups with the bandit leader present in the higher ground. The enemies are not placed on the level.

The location of villagers the player must free is in the wooden cages near the center of the camp, their belongings are stored nearby the cages.