* Add signs and change time of day from noon to night for better lighting work.
  + Arrow signs indicate a way up or forward
  + Red and white striped barricades indicate the border of map, meaning “no access”
  + A combination of boards looks like a hand and arm, finger pointing at a direction.

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| V1.0 | V2.0 |
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* Changes made to COV Outpost 1F,2F and 3F:
  + A secret path is added to 1F of COV Outpost for flank;
  + Add another way up to Cliff Ground from COV Outpost 1F;
  + Add bouncer and object for easier access to 2F;
  + 3F now connects with Cliff Ground 2f.

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