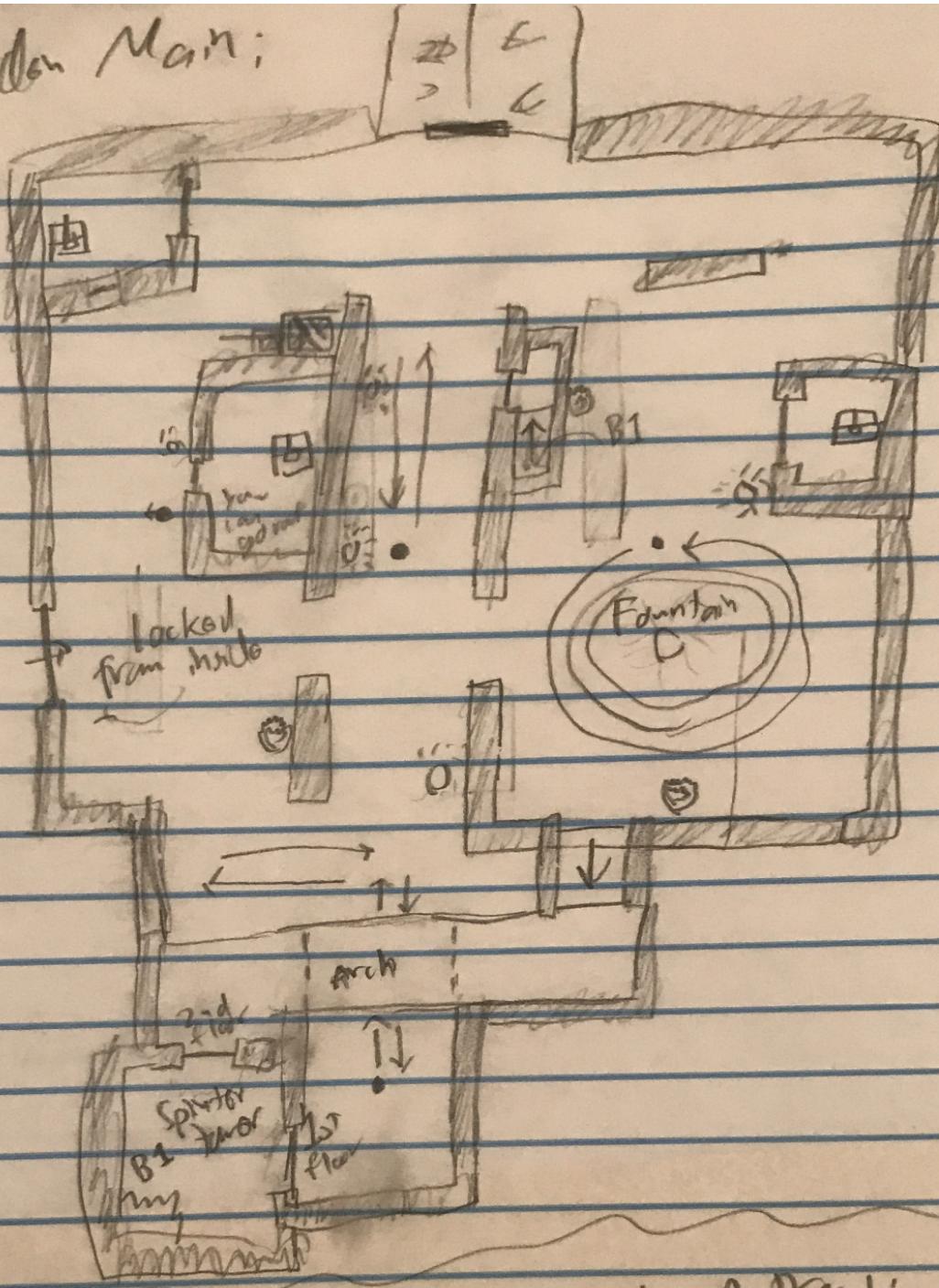
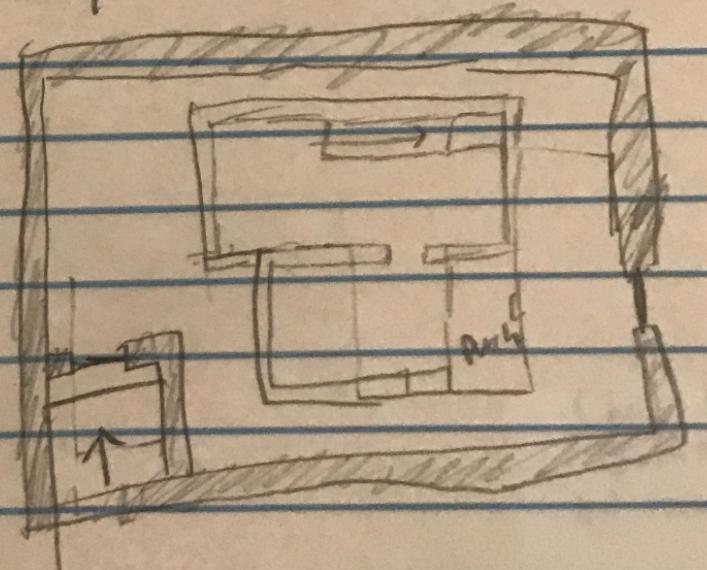
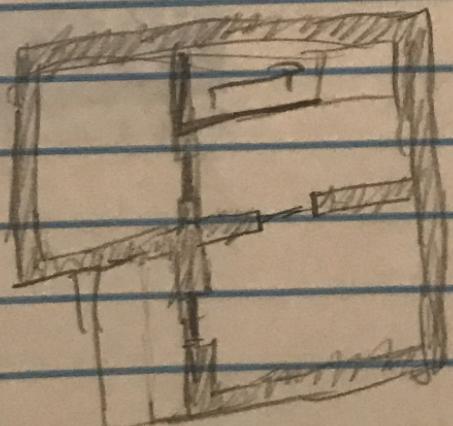


Garden Main:

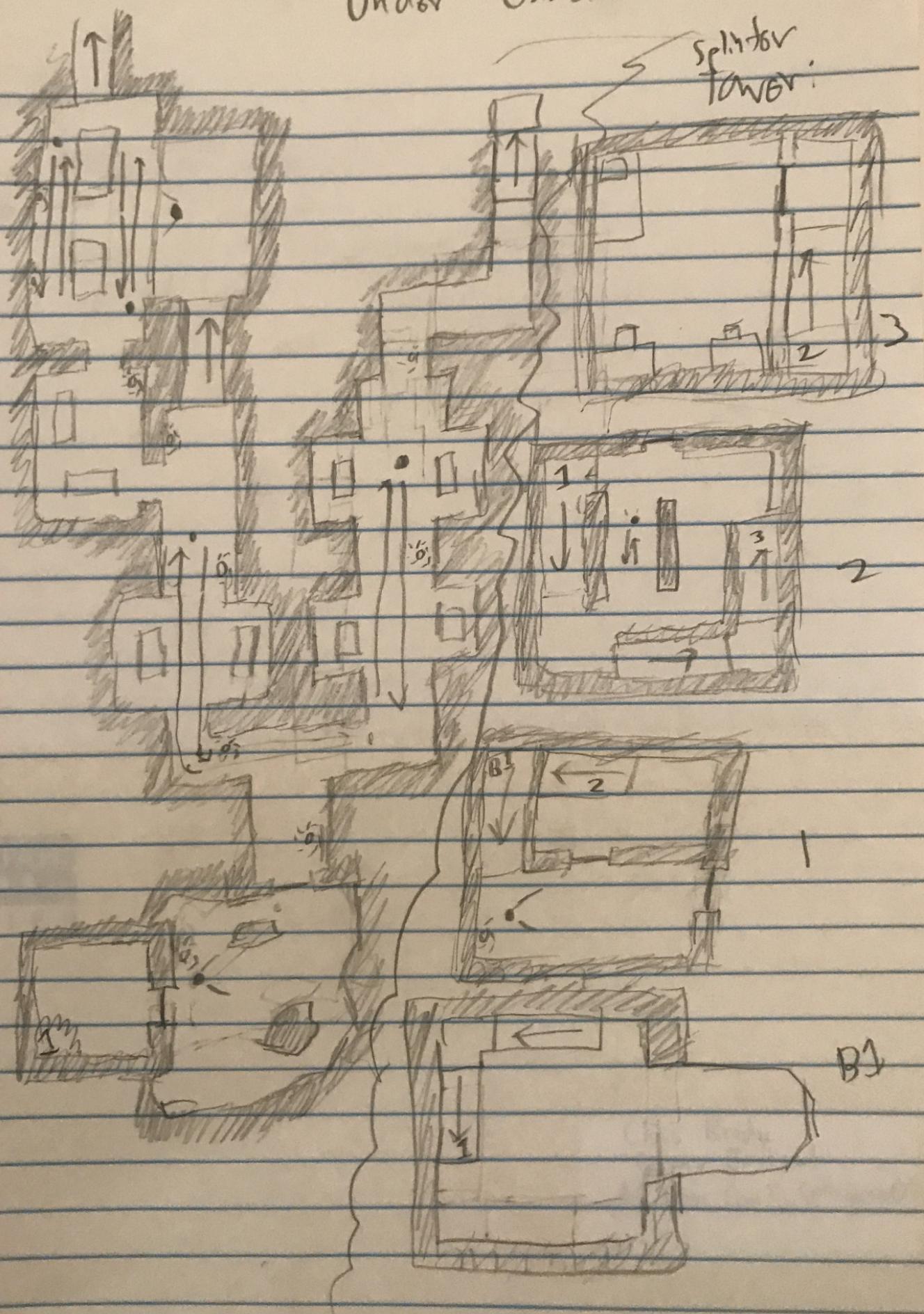
Private
View

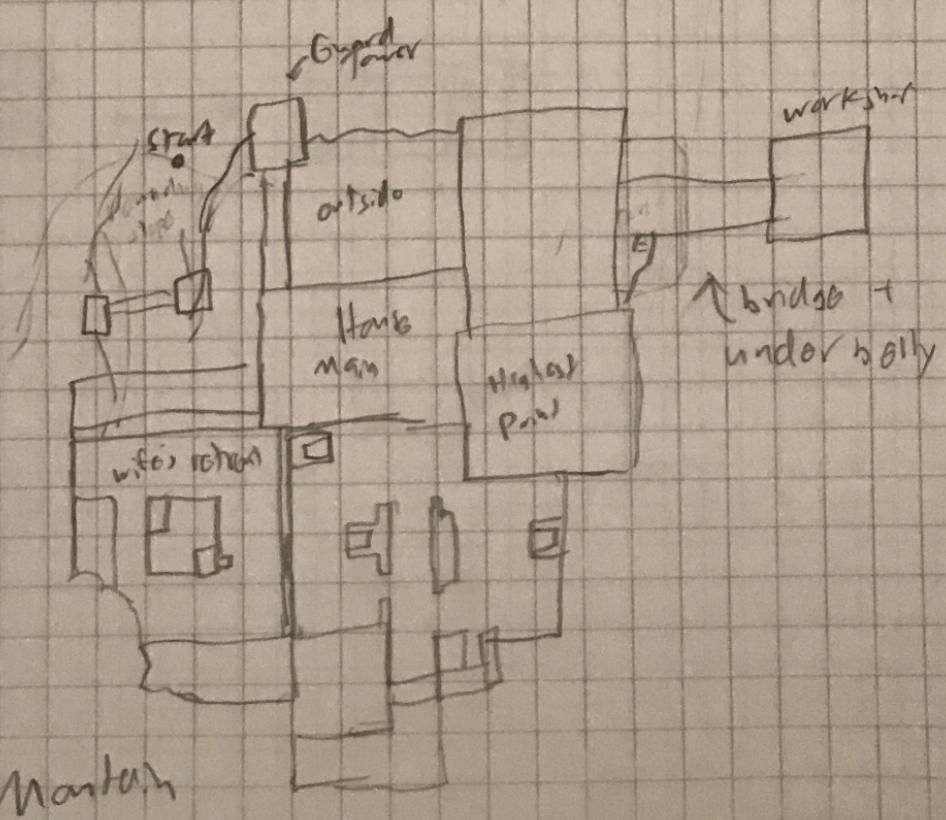
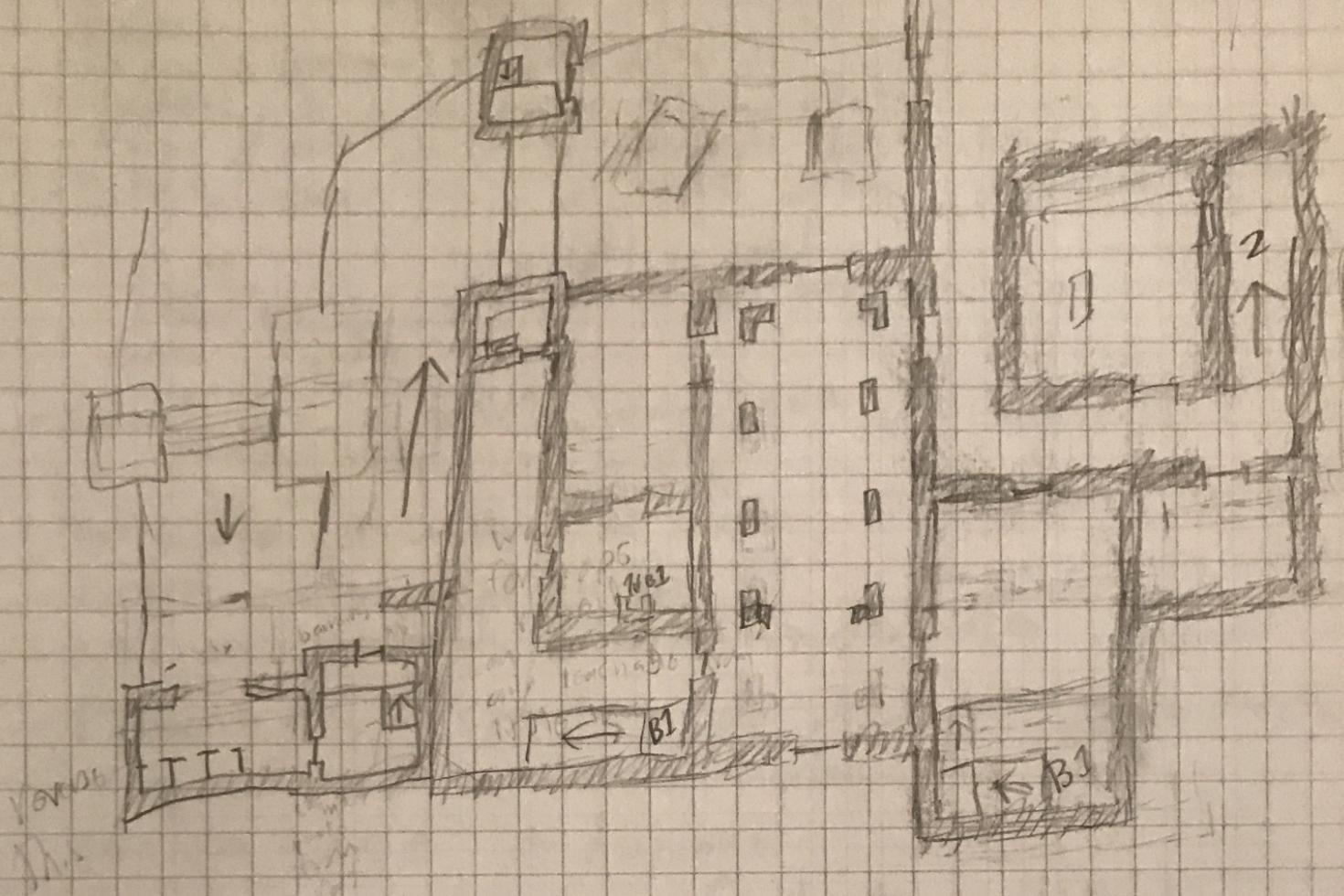


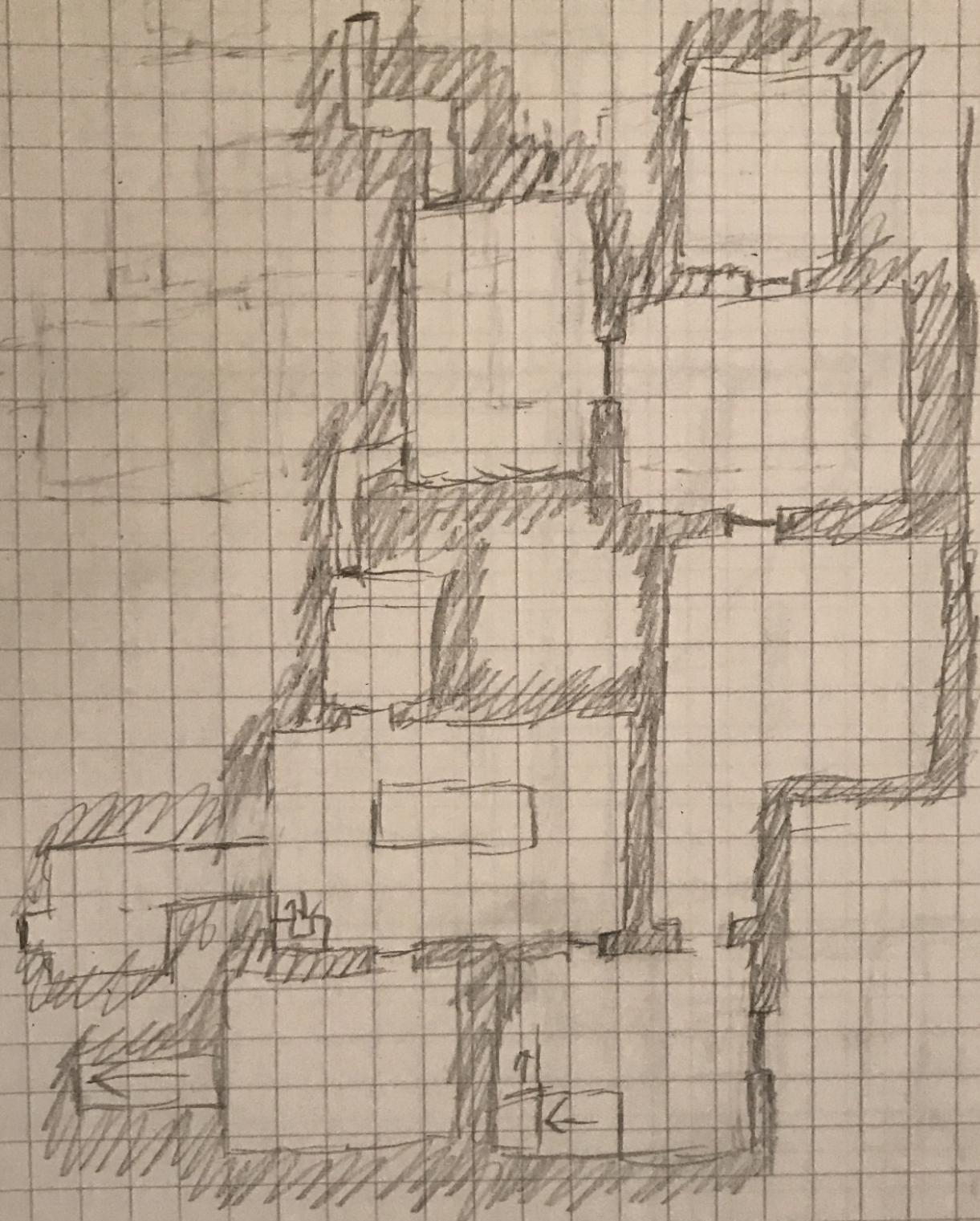
Private Room:

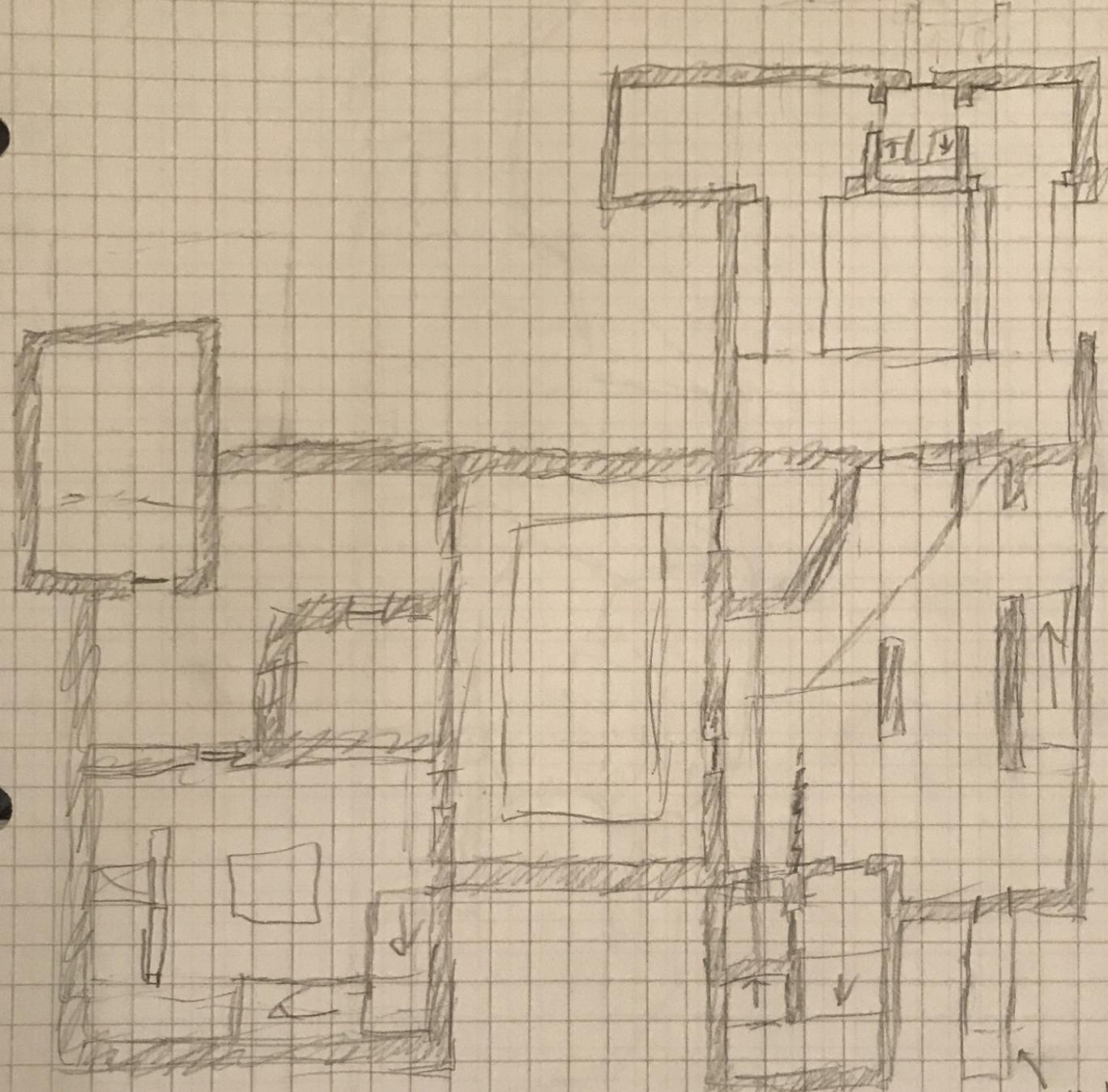


Under Garden

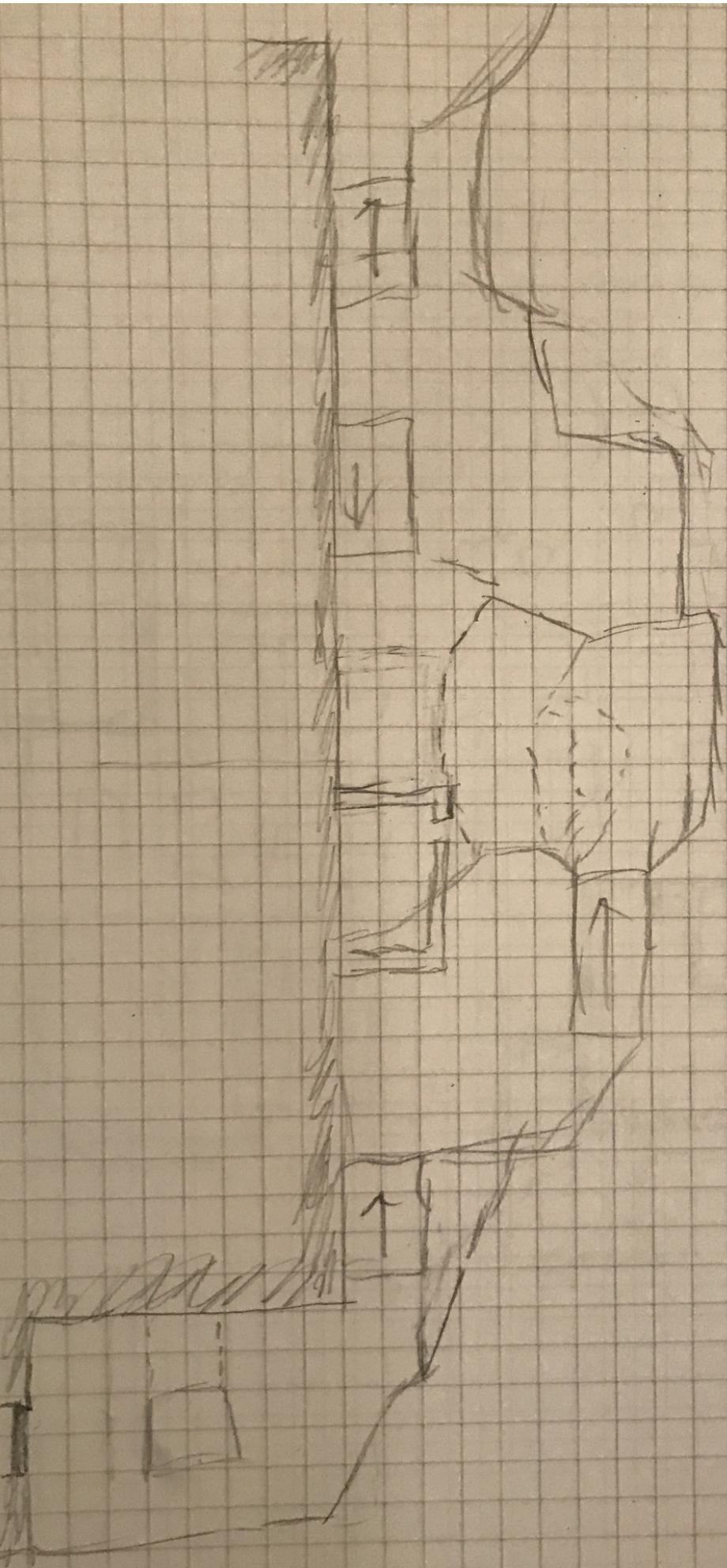


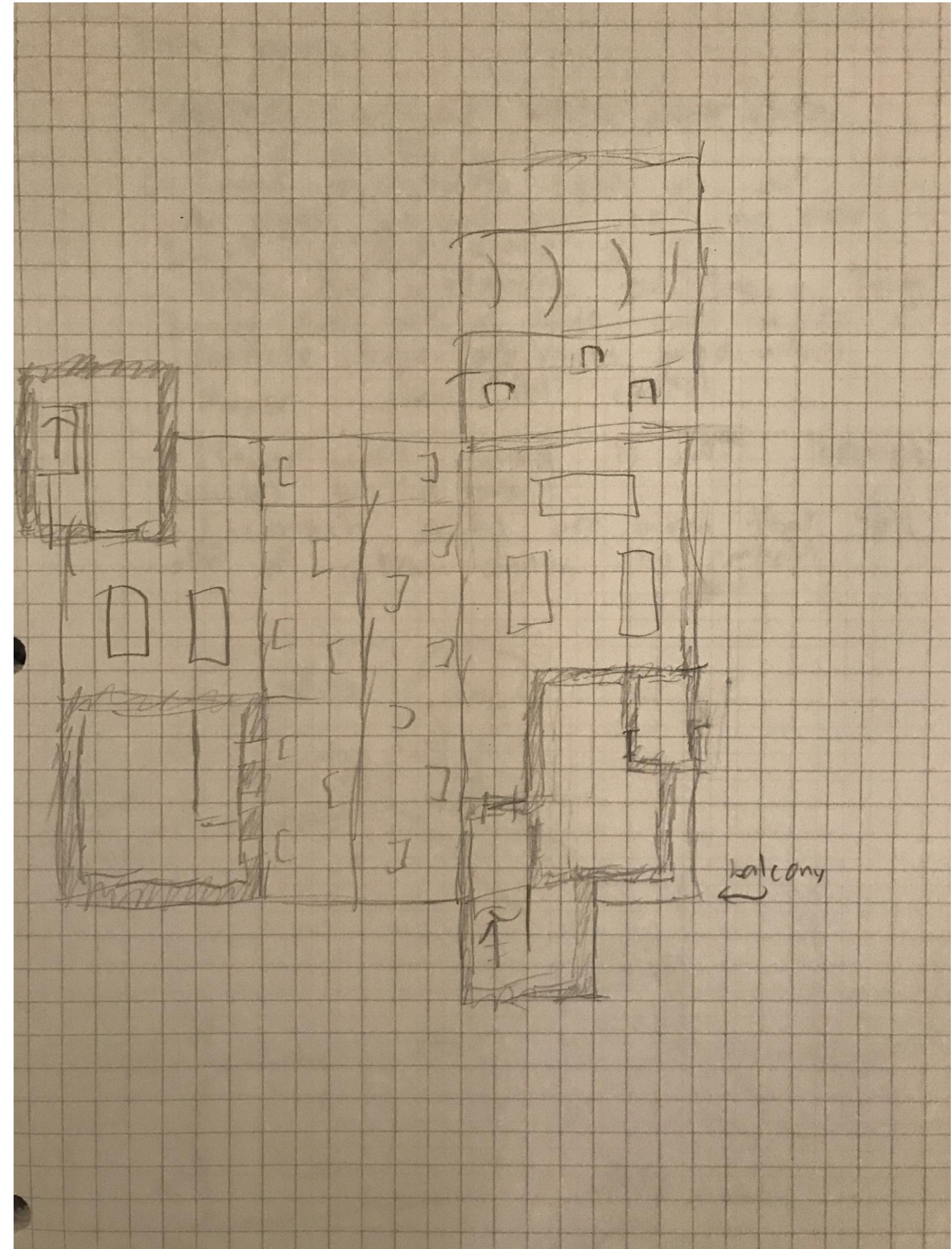






climbable
arch from
cliffs do.
think about
londo





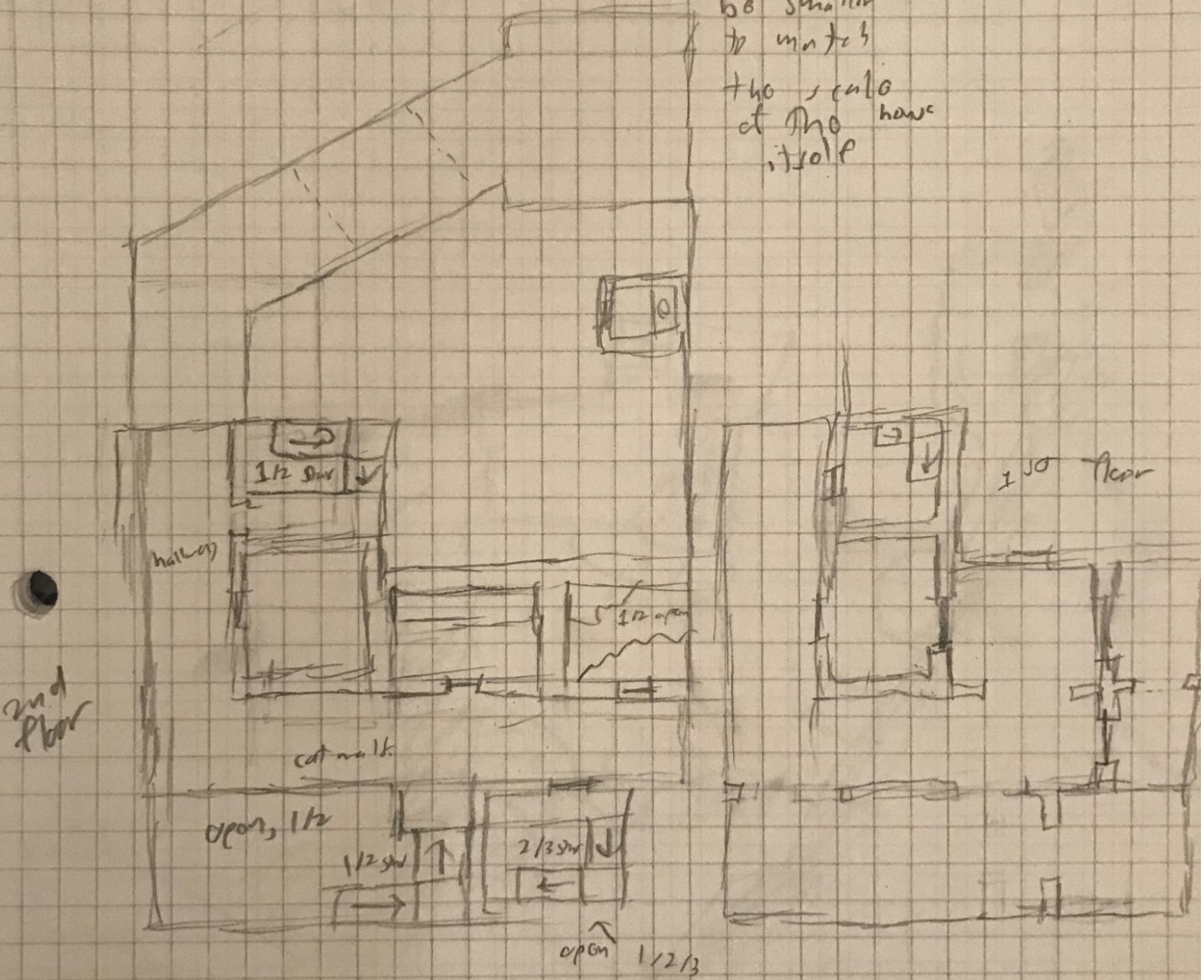
balcony

un doorside

one w/
lock

overside is
plain side + N
adjustment
and extra guard
and a light

This should probably
be smaller
to match
the scale
of the house
itself



To - do:

- More furniture open floor plan
- Add books to mechanical tower
- Fix missing textures



Clifford Manor Rework:

Paris criticisms:

- Like TG Thivore's guild
- Dense, underground, highly stressful
- Too little context as to why they're there
- Doesn't know why we're after doll
- Too many factions overall

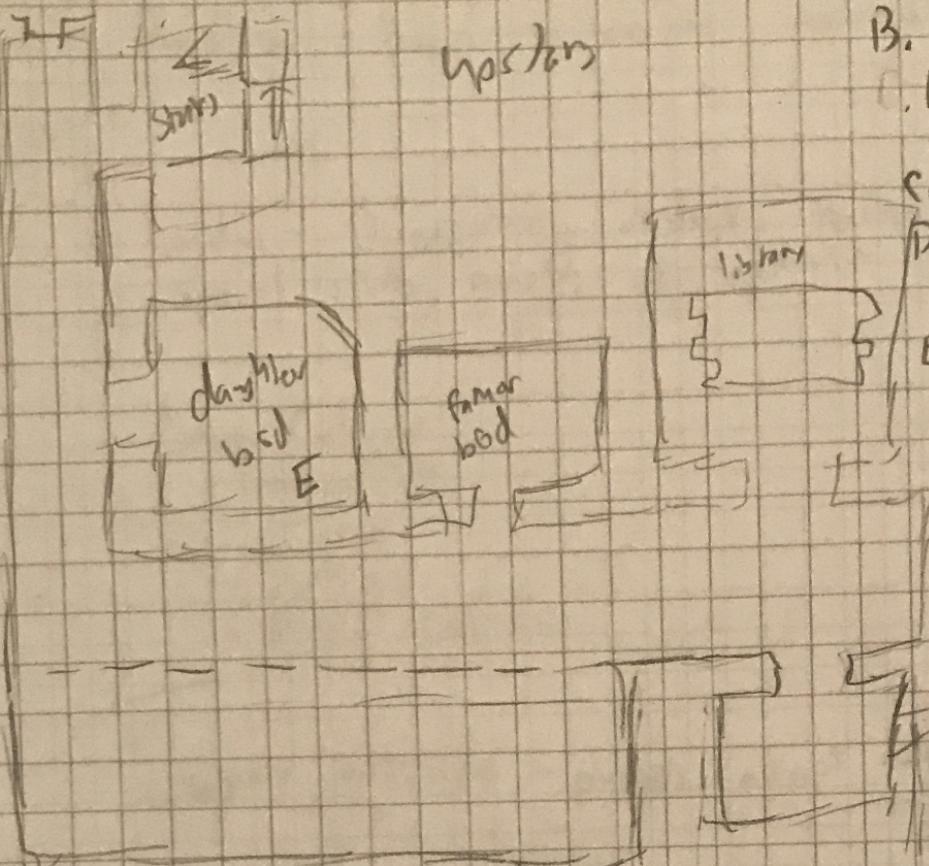
Paris ideas:

- Puzzle oriented
- Less stealth
- Booby traps
- Exploration driven
- Praised D1 flooded district
- Doll from Wife spirit (I'm not sure, affects navigation/goals too much)

Overall rework ideas

- Ground levels uninhabited, adventure game style with goal of getting into basement. Basement guards.
- Give more context to the doll. It's the first thing Briar gave to Catharine.
 - Update Clifford note (make diary)
 - Update jail note
 - Add Catharine note (?) runs mystique
- Piers collected the doll as a tool to make a mockery of Briar
- The doll used to be Piers's before Briar gave it to Cat
- Briar used Piers's money to buy doll so lied his friendship
- Cut finger note repurposed to explain the doll

A. Metal door, key lock
#1



B. Metal door, key lock #2
key just past on inside
Add key to where room

C. Breadcrumb #1

D. Breadcrumb #2, fall

from library

E. Key #1, end
of Hall

Consider
adding a nav
puzzle outside
where you
jump onto another
to get into a
chimney;
a secondary
exit to the
upstairs
key
make obscur

