Market Square Scene:

Elements needed:

- One doorway in to a building (just an outline of a square is sufficient as cannot see in to buildings for lack of light) I would be adding the door image at a later date.

- One alley between buildings that the player will be able to walk to (not a detailed alley, just a gap between buildings like the one at the top on the placeholder image below)

- One clear area at the bottom for the player to exit at the bottom (like the bottom left of that image below, but it doesnt have to be at the bottom left)

- Another path of your own choice leading out from another direction.

In total 4 exits which are: a doorway in a building, an alleyway, a clear area, and whatever you want. they can be anywhere on the image.

Notes:

All exits need to be connected by a walkable area which means you have to be able to walk from one exit to any other, so no walls blocking off exits from one another, but the player is able to go behind objects so like the alley in the example below, its no problem that he would disappear behind the house to get to the alley.  
  
Perspective from first floor window height, the height you would be at if you were looking out of an upstairs window on first floor, with the higher floors and rooves above you and the ground below you. In the image below the perspective point is just below the right most window on the building on the right, so along that height, anywhere you choose on the horizontal axis.

No people, nothing that moves, obviously static things like carts are fine, i mean not living autonomously moving beings - if you wanted a horse or donkey with a cart where they are selling, or maybe a laying down dog that would be fine as i would leave them static, and non interactable.

No silly panels like the example image below haha, but foreground objects are encouraged as long as they leave access to the exits.

Enjoy!

