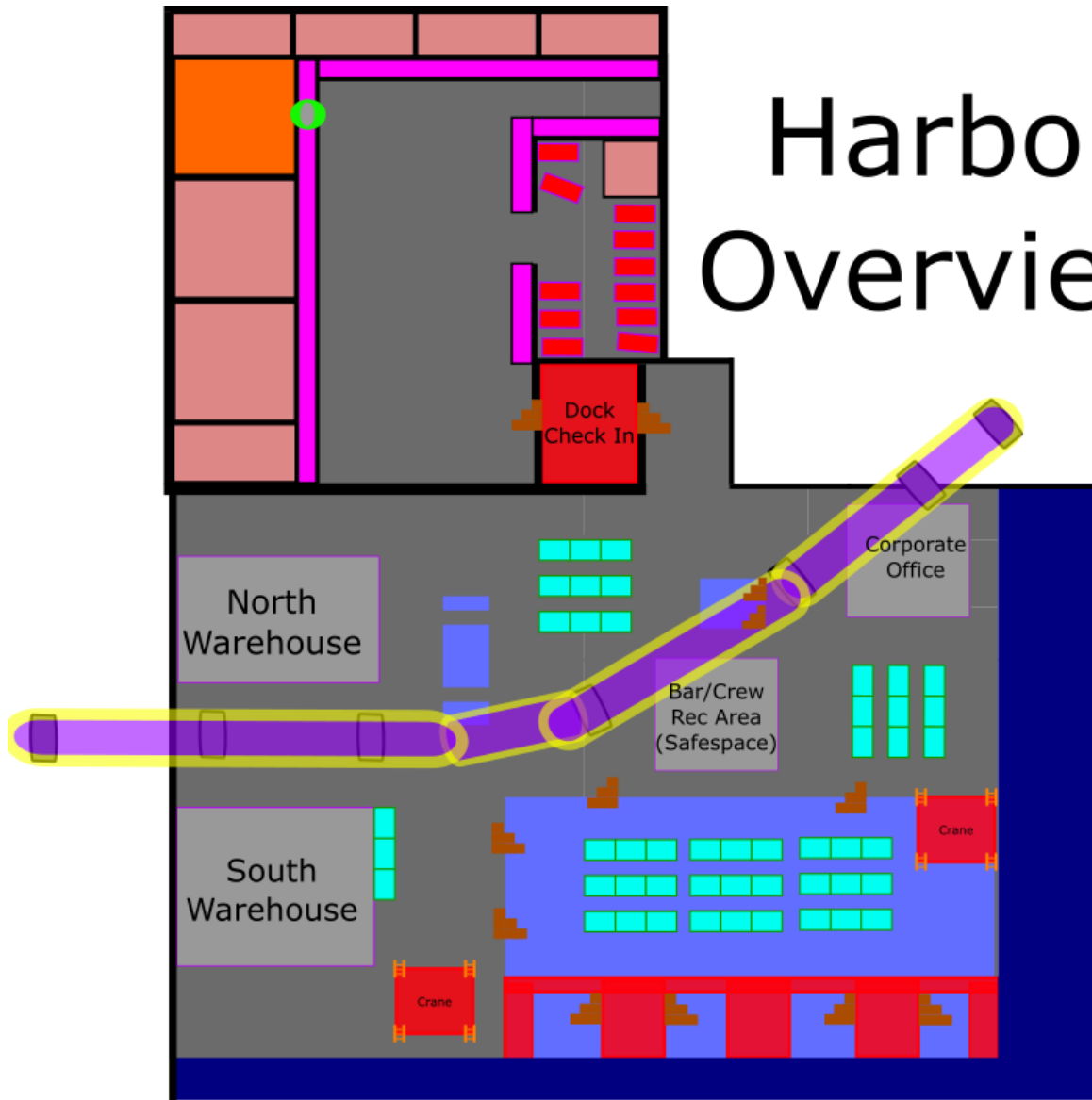
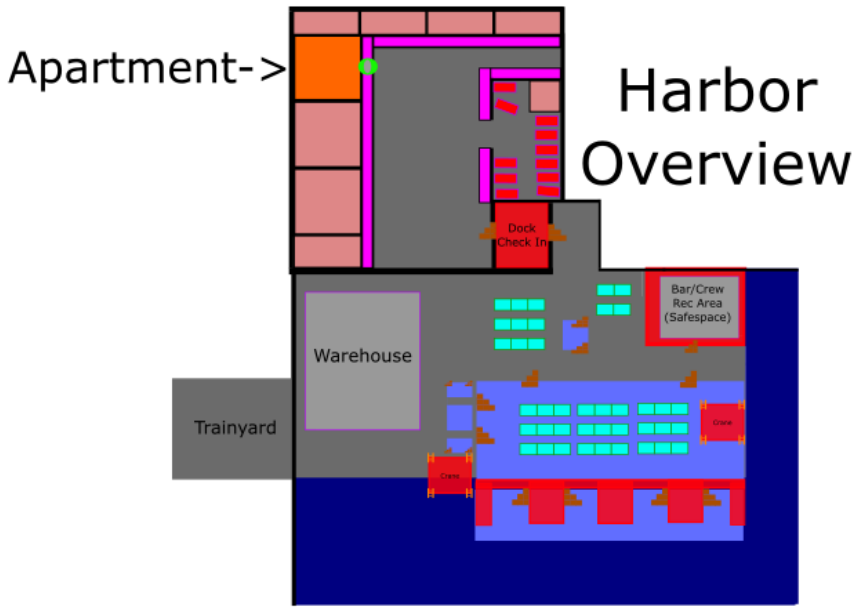


# Scorch's Old Level Layout

## Harbor Overview

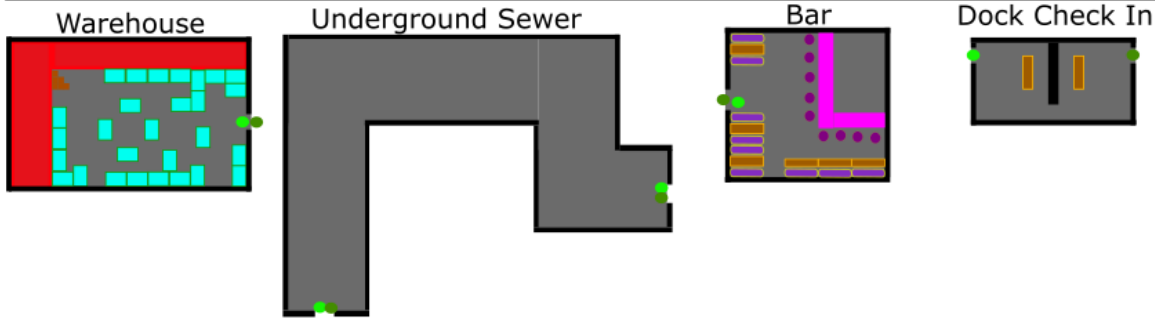


# Scorch's Current Layout



## Key

- Low Elevation	-Exit	-Parking Spot
- Base Elevation	-Start	-Building
- High Elevation	-Player	-Bridge
- Ladder	-Enemy	-Sidewalk
- Stairs/Ramp	-Light Coverage	-Apartment
-Highway Overpass	-Light Source	-Blank Buildings
-Barrier/Wall	-Low Barrier/Cover	
-Golden Path	-Crate	
-Water	-Light Directional Coverage	



## Key

- Low Elevation	-Exit
- Base Elevation	-Start
- High Elevation	-Player
- Ladder	-Enemy
- Stairs/Ramp	-Light Coverage
-Bar Booth	-Light Source
-Barrier/Wall	-Table
-Bar Stool	-Crate
-Bar	-Light Directional Coverage