

Monday Map (on a Thursday)

by loottheroom - Thursday, August 10, 2017

<http://loottheroom.uk/monday-map-on-a-thursday/>

I fell behind this week, but I finally managed to get a map drawn. This was more of an exercise in designing around a couple of long corridors, which I don't often do - my maps tend to be fairly linear. This is still linear, but the actual layout of the rooms is a bit more spread out (while at the same time a lot more cramped) than my usual stuff.

I'd be interested to hear your thoughts on this. Do any uses spring to mind immediately? What kind of building is this?



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