

UPDATE APPLICATION - DISTRICT 13

By Aino



KI13 hints itself as an unique and interesting challenge within the grand scope of the Kings Landing Update. Despite no cannon structures and only partial connection to Dragon Square and the Street of Silk, the new inclusion of a large, arrow-esque road joining the Dragonpit to Cobblers Square creates a great opportunity for a much-needed plotting update within the district.

The plan is to replot the vast majority of existing buildings, with green and orange structures being moved to new locations for the sake of preservation, and reds being nuked to make way for more up-to-standard planning. The new road, as far as I am concerned, leaves most of the existing plotting untenable, making this relatively major shift both justified and necessary.

Wealth is primarily going to be concentrated adjacent to the Dragon Square, with high class to more well-off middle class housing lining the streets connecting Dragon Square with the Dragonpit and Cobblers Square, and a wealthy neighborhood just behind the Market Hall. Along the main road, wealthier homes will transition to middle class the further west the road goes, with low class housing making up much of the western third of the district. Low class housing will also make up much of everything north of the main road, with collections of middle class housing by the Maidens Septry and just west of the Street of Silk.

There will be some things open for testing, including an urban lychyard, redoing and expanding the dyeing complex, and updating the barracks and the inn. There will be more detailed information on each of these once they are ready to test.

Transition from Dragon Square



High Class Housing

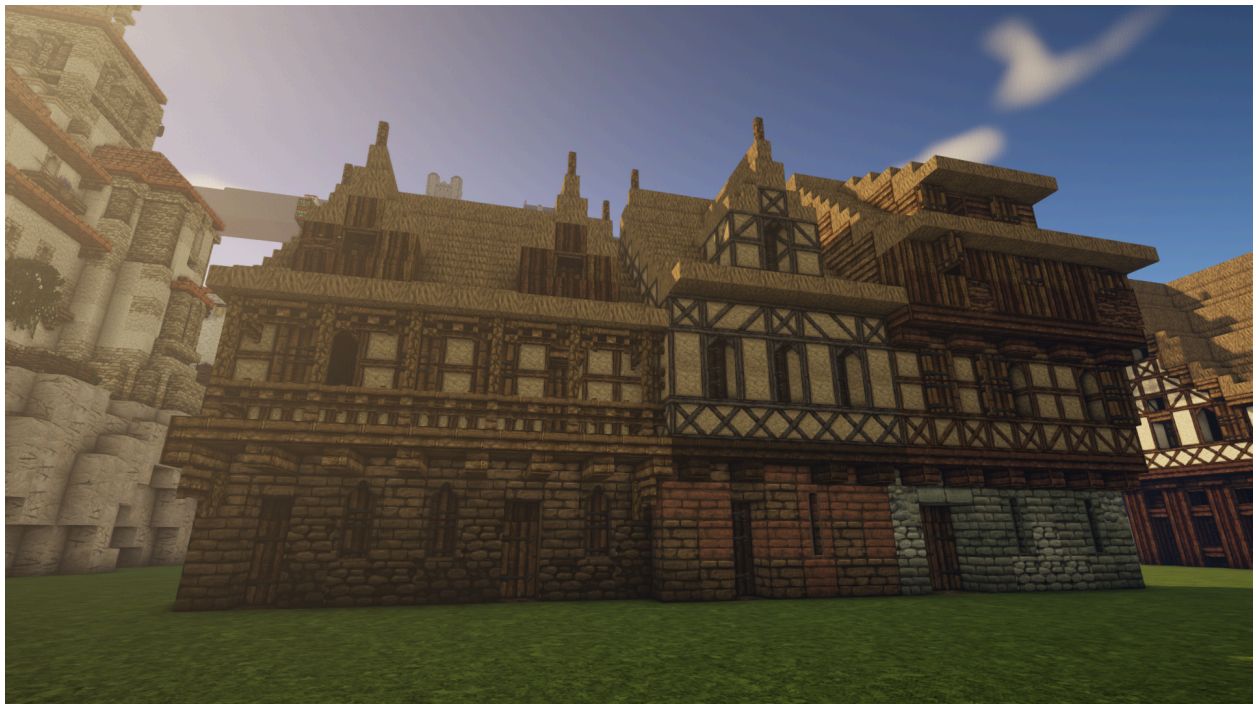


Middle Class Housing





Low Class Housing



All tests at /warp Aino