

To Do

Started at some point during the middle of the project

- *Maze

- *Texture Base 2 Floor 1

- *Texture Base 2 Floor 2

- *Texture Base 2 Basement

- *Texture Center Room

- *4 Tower Stairs

- *+Textures

- *Inner Side Tower Stairs

- *Balconies

- *Statue

- *Middle Bridge

- *Middle Bridge Supports

- xSide Maze Area Pathway

- *Windows

- *Water Fountain

- *Pool

- xTree Picnic Area Hill

- *Garage Doors

- *Beds

- *Dinning Table

- *Torture Slab

- *Align Maze

- *Spawns

- *Flags

- Weapons

- Ammo

- Health

- Pathing

- *Bed Flags

- *Bridge Bug Layers

- Texture Fix Stairs

Block Vehicles
Lights + Sources
Detailing Material

*Trees

*Fog Box
Skybox

Testing