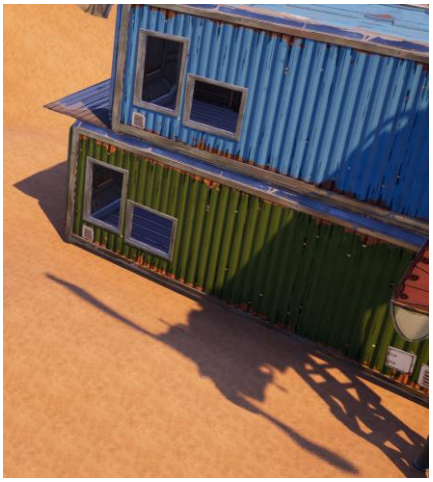
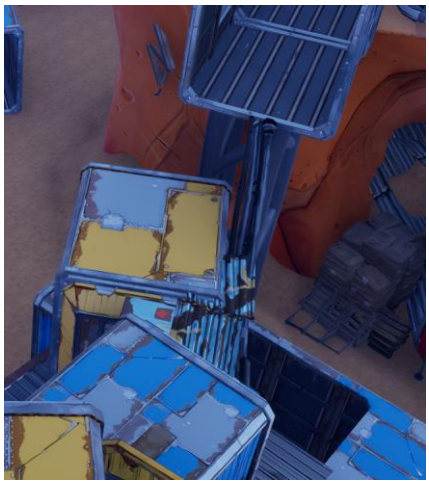
- Add signs and change time of day from noon to night for better lighting work.
    - Arrow signs indicate a way up or forward
    - Red and white striped barricades indicate the border of map, meaning “no access”
    - A combination of boards looks like a hand and arm, finger pointing at a direction.

V1.0

V2.0

- Changes made to COV Outpost 1F,2F and 3F:
  - A secret path is added to 1F of COV Outpost for flank;
  - Add another way up to Cliff Ground from COV Outpost 1F;
  - Add bouncer and object for easier access to 2F;
  - 3F now connects with Cliff Ground 2f.