

THE MASTER PLAN



- ENTRY 01
- EXIT 01
- EXIT 02
- GUARD ROOM
- CLUBHOUSE
- CRICKET PITCH
- TOWER G
- TOWER F
- TOWER E
- TOWER D

- TOWER C
- TOWER B
- TOWER A
- RAMP 1
(DN TO BASEMENT)
- RAMP 2
(UP FROM BASEMENT)
- PET AREA
- CYCLE HUB
- OPEN PARKING 1

- OPEN PARKING 2
- COMMERCIAL AREA
- INTERNAL SITTING 1
- INTERNAL SITTING 2
- OPEN AIR THEATRE
- KIDS PLAY AREA
- PICKLE BALL COURT
- BADMINTON COURT