* Laying out the large-scale features of the map, such as hills, cities, rooms, tunnels, etc., for players and enemies to move around in the map.
* Setting Environmental Conditions (Sunny,Snowy,Rain)
* Gameplay activities such as water falls,rivers puddle squirrels
* Specifying most non-static parts of the environment like door knobs,keys,pillars
* Adding details to the environment graphics textures and all.
* Cut scenes are triggered in certain areas (such as completing the objective and reaching the checkpoint)

Most of the big map will be sectored off into smaller regions where side missions (relating to the game) and quests will be so there has to be a lot of interesting places. So start with the first sub area which is the spawn point or the castle region and define that area to the most.

* + Stages for each subsection and parent section :
    - Idea, Style, Depth, Photogrammetry, Texturing, Concepts, Photos.
    - Purpose and Features
      * Why do I want to create this
        + What purpose does this map serve to the end game story
      * List of elements needed inside map
        + Stand out from the rest

Artstation.com/shant type of world

* + - Location & Environment Setting
      * Where is it set?
      * How is it set? Fog, Weather, Emotion, Props.
    - Photo Ref
      * Environment and Location
      * Set design and props
      * Lighting and style
      * Inspirational reference
    - Story
      * Story of environment
        + Why is the environment like it is
      * What is the player doing there?
    - Objectives, Obstacles & Set Pieces
    - Top Down Layout
      * Spatial Relationship
      * Objective Points
      * Enemies
      * Pathfinding
      * Cinematics
    - Take top down layout from paper to photoshop and annotate
    - Focal Points
      * Important visual elements
    - Visual Development
      * Colour Pallete
      * Landscape
      * Scale
      * Style
      * Base Render in Blender
        + Fogginess
    - Making Lists
      * Models
      * Triggers
      * Scripts (For that specific map region)
      * Story point
    - Production Phase
      * Blue Boxing Scene (No detail but have textures with map regions set out on it.