* Tiles should be made under the scale of 64 pixels equals 1 meter, and 16 pixels equals 1 meter of height. Afterward, place it in the corresponding area’s tileset, aligned with snap to grid in the next available space on the canvas.
* Tileset definitions
  + Wall
    - The highest of the structural layers, these are above the floor level.
  + Floor
    - The middle structural layer, which the game plays on.
  + Platform
    - Tiles that can be placed on hole tiles. The top of the platform is at the height of the top of the floor tiles.
  + Hole
    - The lowest of the base tile types, this represents holes, but can also feature lava, water, and other tiles below the floor level that cannot be traversed.
  + Other
    - These are decorations, positionable on any layer.