Tips and Ideas for the map design of both the world map and Area 1 layout

What will be there

Rewards

* Powerups
* Monye?
* Resources
* EXP points
* Batteries
* HP
* Keys to unlock doors or switches

Tips

1. Use weenies/Landmarks (make it memorable for the player)
2. Change the space around the player to make them feel certain emotions
   1. Bigger space = feel more power
   2. Smaller space = feel claustrophobic
3. Use shape langues
   1. Round and soft = safe and calm
   2. Shape and edge = hard and scary