Level Design:

* <http://www.gamasutra.com/view/feature/131736/beginning_level_design_part_1?print=1>
* <http://www.gamasutra.com/blogs/KadeDunn/20160510/272348/Level_Design_Building_Levels_in_RPG_Maker.php>
* <http://digitalfreepen.com/works/rpg-level-design.html>
* <http://blog.digitaltutors.com/keeping-players-engaged-tips-great-game-level-design/>
* <http://www.worldofleveldesign.com/categories/cat_level_design_tutorials_tips.php> asta e tare

Planning process is called **Preproduction** and what you end up with is [Preproduction Blueprint](http://www.worldofleveldesign.com/store/preproductionblueprint-di.php). A document for your game environment or level design. This document details what you are going to create. How it is going to look, how it will play, location where your environment takes place, top down layouts, objectives, purpose, reference, story and visual development.