Tiles

Pros:

* Some code already written
* Possible dynamic environment
* Maps require less custom graphics
* Possible procedural generation
* Eases pathfinding

Cons:

* More draw calls
* More box2d fixtures (somewhat slower proforments, might not be noticeable)
* Handling a tile map within a ECS might be funky
* Level editor that supports tiles (or text files)

Freeform pros / cons

* Maps might have more of a handcrafted feel
* Polygon decomposition would be fairly simple, else segments are ok to
* Each polygon could be its own entity
* Better slops on maps as well as thinner walls, can do things that are hard in a tilemap
* More traditional

Cons:

* Would have to build some kind of nav grid for pathfinding instead of just using tile map for grid
* Would have to you some form of level editor that supports drawing polygons around images.

Weponds:

Short sowed/ spear/ crossbow/ mase.

(Shield)?