

Examples of what levels should look like:

(Large) City (15-50x):



(Medium) Town (10-15x):



Tiny:



Game mechanics:

- Redundancy, Cost, Etc...
- Level Geometry (things like mountains and water being hard to run cables across)
  - Land Tax
- Biomes
- Level Density

Tile sets:

- Residential, Commercial, Industrial
- Land (Grass, Desert, Snow, Concrete, Water)
- Forests & Parks
- Road (Dirt & City Roads)