



## Tips to Becoming Your World's Fiercest Critic

Full video link: <https://youtu.be/dsSJ0oKOghs>

How do you know if what you've done is any good? How do you test yourself?

Today we are talking about step number 5 – testing your world space. To test your map and your world space – ask yourself the following questions:

- What was your goal?
  - Did you manage to present your goal in your world?
  - Look at your world map and ask yourself – does it fulfill the goal that I had in the very beginning?
  - Do not panic if the answer is no! You can fix it – make the changes now before the players see the map.
  
- Is your tone obvious?
  - Does your map convey your tone that you were aiming for?
  - If you can't get a sense of the tone from the map, you may need to revisit it.
  
- What are my expectations?
  - Does the map make you expect things? Or is it lifeless?
  - Try to be objective when looking at your map.
  - Can you make the map offer more by adding in more detail? Absolutely yes!
  
- What adventures pop out?
  - What regions inspire you to create adventures?
  - If your map does not inspire at least a few adventures in you, then go back and add in some features that do inspire you.
  
- Once you have done all the above, you can now take your functional map and make it beautiful – if that is what you want to do.

Notes:

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