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| REPORT | September 5  2011 | |
| This document is about what we have learnt, worked and our project: World of Tower in this summer internship season | | SUMMER INTERNSHIP SEASON |

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# INTRODUCTION

# GAME – EMBEDED PROGRAMMING

# GAME PROJECT - WORLD OF TOWER

## Map Editor

### Definition

A level editor (also known as a map, campaign or scenario editor) is a software tool used to design levels, maps, campaigns, etc and virtual worlds for a video game.

### Who use Map Editor

In some cases the creator of a video game releases an official level editor for a game, but other times the community of fans step in to fill the void. An individual involved with the creation of game levels is a level designer or mapper.

### Map Editor Roles in WOT

# SOFT SKILL

## Planning

## Team working

## Communication

## Industrial working style

### Go to work on time

If your competitors work 8hrs/day in comparison to 7hrs/day with you, you may be the loser.

### Report to our supervisor regularly

When getting in stuck too long, no one is better than your supervisor. They are experienced and experience is the most important things to overcome the problem.

### Start working early as possible

When assigned a task, start working right away. Do not wait until deadline. Your brain will be flat, empty, and you can not do anything perfectly at that time.

# CONCLUSION

# PROOF OF THESIS