



ENUM ('default',
 'eraser',
 'fill', 'duplicate')

Level Editor

+ ~~active~~ active-tilemap + current-tile + tool-selected

+ place-tile (tilemap: TileMap, position: Vec2, tile-id: int)

+ erase-tile (tilemap, position)

+ place-object (objects-node: Node, position: Vec2,
 object: PackedScene)

+ erase-objects-at-position (objects-node, position)



Level

<Node>
Layers

<Node>
Objects

Level Editor

+ undoHistory : Stack<Level>
+ redoHistory : Stack<Level>

~~undo~~
~~+ Restore Points : Array<Level>~~

~~+ undo List : Stack<Level>~~

~~+ redo List : Stack<Level>~~

+ undoDepth : int = 10 // limit depth of undo stack

+ ~~Load~~ LoadLevel(level: Level) // Replaces level node with Level

+ Undo() // ^{pop}~~restores~~ first item on undo ^{stack}~~list~~ ^{set} → level state to item

+ AddLevelStateToUndoList(level) // ^{push}~~restores~~ level state to top of undo list.

+ AddLevelStateToRedoList(level)

+ Redo() // pop first item on redo stack.

// set level state to item. push prev state to undo stack.

+ ClearUndoStates()

+ ClearRedoStates()