SuperTux Classic

Level Editor Design Document

# Scope:

What is in / out of scope?

## To be decided:

* Mobile Support – NO UNLESS SOMEONE ELSE WANTS TO IMPLEMENT IT
  + Should the editor be operable on mobile devices?
* Scripting Support – LATER
  + Should the editor support scripting? If so, how complex?
  + Perhaps could be replaced by the ability to change object properties on the fly via some object.

# Targeted Platforms

* PC
* Controller via the use of a moveable cursor

# Required features:

## Editor UI

* ~~Ability to scroll through the level~~
* ~~Ability to place or erase tiles~~
* ~~Ability to place or erase tiles using a rectangle fill tool~~
* Ability to add or remove objects

## Level objects (Tilemaps, Particles, etc)

* ~~Ability to change the active TileMap~~
* ~~Ability to add or remove TileMaps~~
* ~~Ability to add particle layers~~

## Level properties

* ~~Ability to change the background~~
* ~~Ability to change the level properties (name, author, gravity, music)~~

## File storage

* **~~Ability to save levels to disk~~**
* **~~Ability to load / open levels from disk~~**

# Uncertainties

* ~~Do levels need to be attached to a world to open?~~
  + No. Levels can exist independent of a world.
* ~~How will worldmaps ensure that the levels within them have valid file paths?~~
  + ~~Use a custom selector UI that only loads levels in the world.~~
* ~~Do levels need a worldmap to be accessible?~~
  + ~~Yes.~~
* ~~Should individual levels be accessible without a worldmap?~~
  + ~~Yes. You can simply open them in the editor~~
* ~~How will users play custom levels outside of the level editor?~~
  + ~~List custom levels in “Custom Levels”?~~