SuperTux Classic

Level Editor Design Document

# Scope:

What is in / out of scope?

## To be decided:

* Worldmap Editing - YES
  + Should the editor support editing worldmaps?
* Mobile Support - NO
  + Should the editor be operable on mobile devices?
* Scripting Support
  + Should the editor support scripting? If so, how complex?
* Multiple tilemaps - YES
  + Should there only be 3 editable tilemaps, or infinite?

# Targeted Platforms

* PC
* Controller via the use of a movable 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?
* Do levels need a worldmap to be accessible?
* ~~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 Add-ons menu?
  + ~~List custom levels in “Bonus Levels”?~~