

The goals of this assignment is to design the levels for Mazing Grace Adventures using Tiled and the play rules and mechanics you completed earlier this semester.

Tasks

1. Download Tiled.
2. Design the first four levels, 0 - 3 (and 4, if you are a graduate student).

Create an orthogonal map. You may use tiles_mga.png as the tileset or acquire another tileset. Many tilesets are freely available on the Internet.

3. The map must be a minimum of 1280×960 pixels, for instance, 80×60 tiles if using 16×16 tiles.

Note: The MGA code base assumes there is a background layer, backg.tmx. I've uploaded this map for use if you want to use it. Otherwise, you'll need to remove it from the code (Level0:initWorld).

Note: Using maps much larger than 1280×960 pixels are not recommended..

4. The TMX file and the tileset file must be in the same directory. Otherwise, the TMX will not open correctly when I get it.
5. The first two levels of the level design must have the following layers to integrate with the MGA code base as suggested by the table below.

Table 1.

Layer name	Level 0	Level 1
platforms	×	×
rewards	×	×
enemies		×
stalks		×
clouds		(optional)

6. Test the TMX file.
 - a. Create a 2.x cocos2d app.
 - b. Load the TMX file by adding it to a layer of a scene.

- c. If it renders correctly (scrolling isn't needed), the .tmx is good; other wise, you'll need to debug it.
7. Save the TMX files as <project name>_level<y>.tmx so as not to conflict with the base designs in MGA. For instance, `theriverwars_level0.tmx` will be your first level if the name of your project is "The River Wars."

Delivery

1. Compress the TMX files and tileset into a single .zip file.
2. Test the zip by sending it to another computer and trying to open the TMX files using Tiled.
3. If the zip checks out on another computer, upload it into the assignment shell.

Evaluation

I will evaluation the assignment on the basis of its organization, clarity, and technical merits.

The project will be penalized 10% if it needs to be resubmitted for errors, e.g., failure to open, missing files, etc.

The project will be penalized 10% if delivered after the deadline.