

Diabetes game

Map guide

December 2022

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1. Description

This guide give description for the creation of the Tiled Map for the Game Project.

2. Versioning

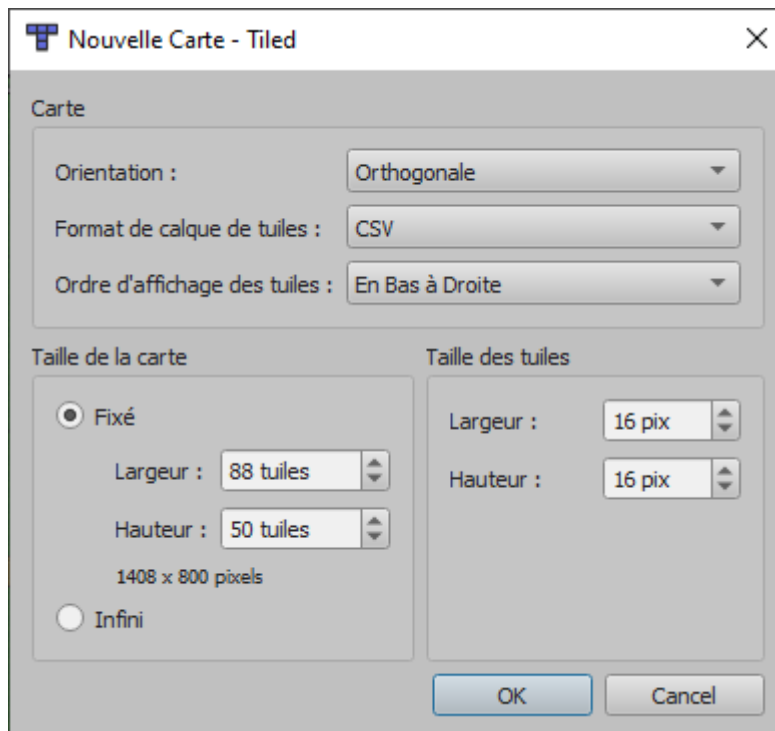
Version	Who	When	What
1.00	Jonathan	18.10.2022	Creating the template
1.01	Jonathan	16.11.2022	Add the code Implementation Part
1.02	Antony	14.12.2022	Reformat

3. Tiled Version

The map of the game was created by Tiled. We use the version 1.9.2

4. Base Map

This is the base parameter for the map:



5. Creation Order

For the name: make name clear and the same for resources that are link.

Example: village1.tmx – village1.png – village1.tsx

Create a new map in tiled => immediately save the .tmx in the project folder “assets/tiles/”

Put the image file(.png) in the project folder “assets/images”

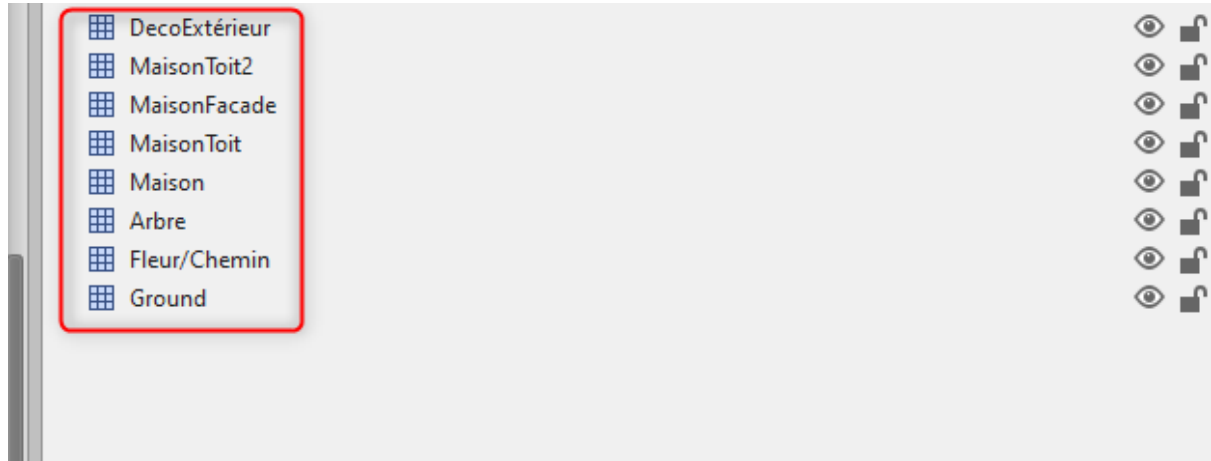
Add a new tile set in the map in Tiled and save the .tsx in the project folder “assets/tiles/tiles_sets”

Now you can work on the map.

6. Visual Layer Map

You can add as much Visual layer as you want.

Visual Layer should be in French and have comprehensive name.



7. Object Layer Map

They are 3 different Object Layer : SpawnPoints, Obstacles, ChangeScenePoints

The name of the layer can't be changed.

Description of each layer:

SpawnPoints :

Contain the point where the player and PNJ will appear on the map. It contains a object called "Player" and of type "Perso" and for example object called "Moutarde" for a pnj called "Moutarde".

Obstacles :

Contain all the object that block the player and more. Object of this layer can be of multiple type:

« House » with a name (example: MoutardeHouse) that was use for the routing.

« Obstacle » without name. Only has the capacity to block the player's movement.

« Interactive » (avec nom pour identifier)

ChangeScenePoints :

Contain the object that make possible the scene change between different places.

Object have the type "ChangeScene" and a name (example: ToMoutardeHouse).

The form of each object should be rectangle. As to simplify the computation during the game.
Object Hitbox shouldn't overlaps other Hitbox.

8. Implementation of the Map in the code

Modification to do in class:

z_globals/

z0_tiled_strings.dart

z1_game_manager.dart

z4_assets_manager.dart

=> Add String for each Map and PNG and Object

e_game_controller/

game_scene_controller.dart

c_game_loader/

scene_object_loader.dart

Creation to do in class:

d_game_scene/

game_scene_nameOfPreviousScene.dart

game_scene_nameONewfScene.dart

You have to create a new scene for the new you just create and made modification in the previous scene.