Level editor

***UI***

Everything is dark gray.

The canves were you work should be an assiagned color.

Outside of the canves should be light gray.

There should be a ruler (photoshop) that you can change from pixels

You can make a grid/guide (gridline every x pixel) the gridelines are xy (like photoshop) turn on/off

***Mechanics***

When the program starts up it should ask you how many pixels you want per tile (cell size) and how many tiles you want your canvas to be and what color (white, invisible, <someother color>.

Layer’s (like photoshop) that you can add, move around, make invisible, duplicate, ect.

Zoom out/zoom in

Undo/stepback (history)

Highlight + delete (are you sure you want to do this? (yes/no/do not ask again)

Highlight/click + assaign/change ability/contents

Stamp (environment)

Drag and drop (buildings)

Tile (click + drag mouse then release) “SIMS 3”

Rapid paste (snap to grid on/off “are you frustrated?”

Snap to grid

Number grid (on/off)

Left click delete

Click and rotate “Sims 3” or ctrl + ,/.

“get info” (items placed, memory used)

***Event editor***

***Hot keys***