# Create a level Editor.

# Deadline 3.pm march 14th

Draft may change

1. Draw a tile palette ( a rectangle for each tile)
2. Draw a grid where you ‘place’ the tile
3. Allow the user to select a tile with the mouse.
4. When the user clicks on the 2d grid the selected tile is drawn in that position.
5. Edit Scrolling Level
   1. Add a left and right movement button so that you can scroll to level to the level or right.
   2. Draw the level at that position in grid and allow editing.
6. Allow the user to play the game.
7. Add tile sprites instead of rectangles
8. Create a simple menu system.

Upload your code to blackboard @ 3pm March 14th and demo during that lab.