Developing the Coded Solution- Tile Graphics

As a platformer, the platforms make mup a big part of each level. The platforms are known to be absoulte- they cannot be moved or changed. Initually, I planned for each platform to be a long reactangle of adjustable length. In reality, my solution has led me to come up with the concept of tiles.

These work by having their own layer in the level. They have a bounding box just like the player, but the player has the logic that will push it outside a other bounding boxes. This allows the tiles to act as a platform with interrupting anything that will happen on the foreground.

Like the avatar and every other type of graphic in this game: the creation of each tile is layer based and is developed on Photoshop, as it is the software I have the most experience with and allows me to make images in layers, this helps for quick modifactions of images for animation. Each images is then saved as a PNG as it is a better alternative than GIF or JPG for high colour lossless images and supports translucency. As the tiles are not animated, this is not a major disadvantage.