level.json

loadLevel()

+ cargar level.json
+ loadSpriteSheet()
+ createTiles()
+ createBackgroundLayer()

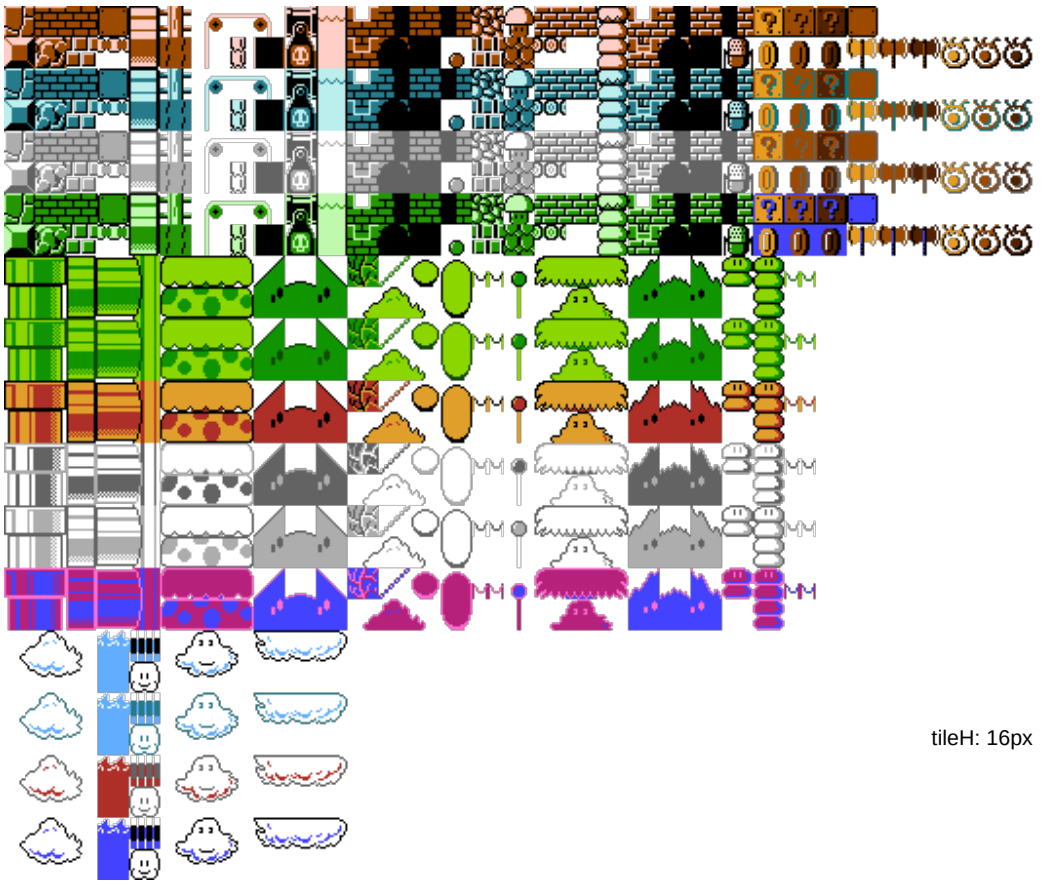
```
{
        "backgrounds": [
            {
                "tile": "sky",
                "ranges":  [
                        [
                                0, 25,
                                0, 14
                        ]
                ]
            },
            {
                "tile": "ground",
                "ranges":  [
                        [
                                0, 25,
                                12, 2
                        ] ,
                        [
                                5,2,
                                9,2
                        ],
                        [
                                20,2,
                                5,2
                        ]

                ]
            }
        ]

}

```

image: tiles.png



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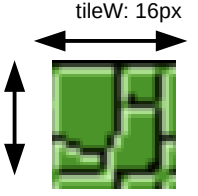


sprites.json

```
{
        "imageURL":  "/img/tiles.png",
        "tileW": 16,
        "tileH": 16,

        "tiles": [
                {
                        "name": "ground",
                        "index":  [0,6]

                },
                {
                        "name": "sky",
                        "index":  [3,21]

                }
        ]

}
```

Crear objeto:
sprites = new SpriteSheet(imagen, tileW, tileH)

‘img/tiles.png’		16		16

Por cada tile:
sprites.defineTile (nombre_tile, posX, posY)

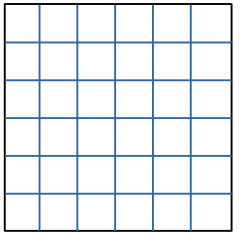
‘ground’		0		6

“ground” → 

“sky” → 

Tratar level.json

Matriz de tiles



Crear objeto:
level = new Level();

createTiles(level, levelSpec.backgrounds);

tratar los bloques del background

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```
{
    "backgrounds": [
        {
            "tile": "sky",
            "ranges":  [
                [
                    0, 25,
                    0, 14
                ]
            ]
        },
        {
            "tile": "ground",
            "ranges":  [
                [
                    0, 25,
                    12, 2
                ] ,
                [
                    5,2,
                    9,2
                ],
                [
                    20,2,
                    5,2
                ]

            ]
        }
    ]

}
```

level.tiles

```
{
    "tile": "ground",
    "ranges":  [
            [
                    0, 25,
                    12, 2
            ] ,
            [
                    5,2,
                    9,2
            ],
            [
                    20,2,
                    5,2
            ]

    ]
}
```

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0																									
1																									
2																									
3																									
4																									
5																					g	g			
6																					g	g			
7																									
8																									
9						g	g																		
10						g	g																		
11																									
12	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g
13	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g

Crear background final

loadLevel()

+ cargar level.json
+ loadSpriteSheet()
+ createTiles()
+ createBackgroundLayer()

createBackgroundLayer(level, backgroundSprites);

s	s	s	s	s	s
s	g	g	s	s	s
s	g	g	s	s	s
s	s	s	s	s	s
g	g	g	g	g	g
g	g	g	g	g	g