Alexi Most
Intro to C#

2D Unity Level Editor

Team

Who will be contributing to this project? List a role or area of focus for each team member.

Me - everything

Concept

What is the main idea behind this game, program, or project?

A level editor in WPF that will generate a 2D playable level in Unity.
This tool will have a grid of empty spaces, the size of which can be increased and decreased using the mouse wheel. User can drag and drop level tiles onto the grid. Level tile types include floor, wall, enemy, player, and goal. User can then save file and open level in Unity. Saved files can be opened and loaded into Unity.

Assessment Requirements

How does this project meet the assessment criteria outlined in the Subject and Assessment Guide (SAG) on Canvas or your instructor? List each criterion and how it will be fulfilled.

File I/O - levels will be read from and saved to text files
GUI - WPF window
Game relation - it makes a playable game

Risks and Challenges

What will be the most difficult parts of taking on this assessment project? Are there any things that you or your team are not familiar with?

Transferring level data from GUI into Unity
Deciding how WPF will interact with loading Unity
Building Unity level from data
Designing a tile system that can easily be utilized for simple game development
Drag and drop level tiles in WPF

Timeline

What is the proposed goal for the project for each week? What are your major milestones?

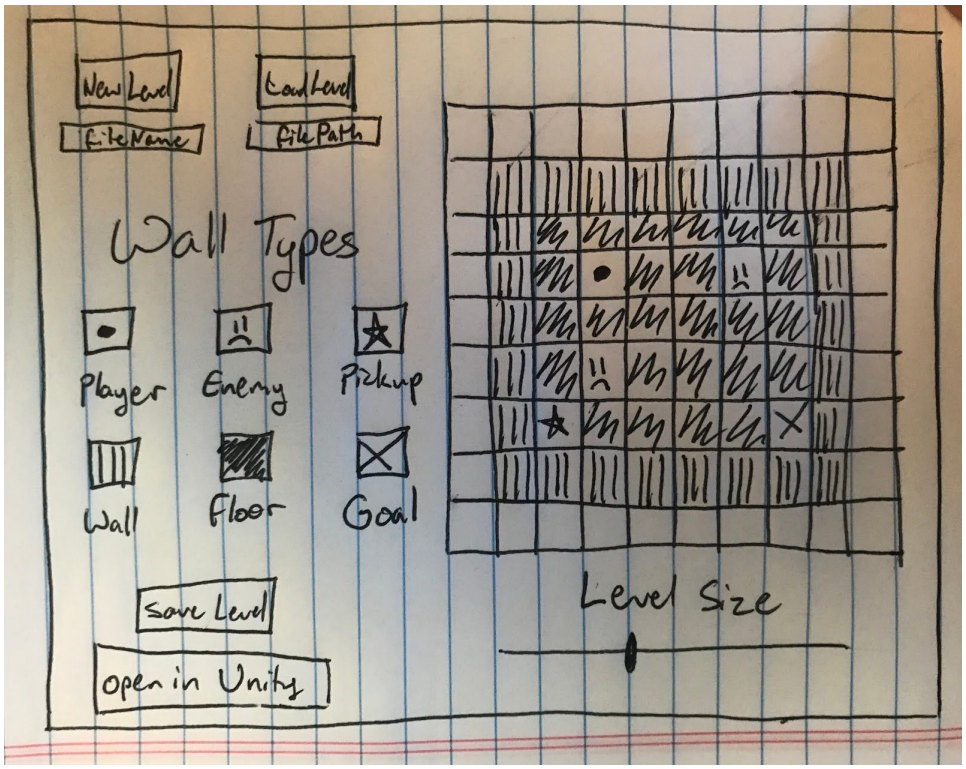
Week	Goal	Details
2/20	Project Proposal	Idea fully formed
2/22	Proof of Concept	WPF level editor functional and able to output useable data Grid system and drag and drop works Saving/ loading files works
2/27		Integration with Unity

		Objects representing each tile Underlying game logic that supports game, including win and lose conditions, and player and enemy movement and attacks
3/1	Due	Application, documentation, and user testing finished Any final polishing

You must fill out the table with the appropriate information. Your proposal will be rejected if you do not do this.

Notes

WPF GUI



An existing level can be loaded, or a new blank level can be made. Grid size can be scaled using the Level Size slider. This will not delete the existing level data.
[edit] “Wall Types” = Tile Types