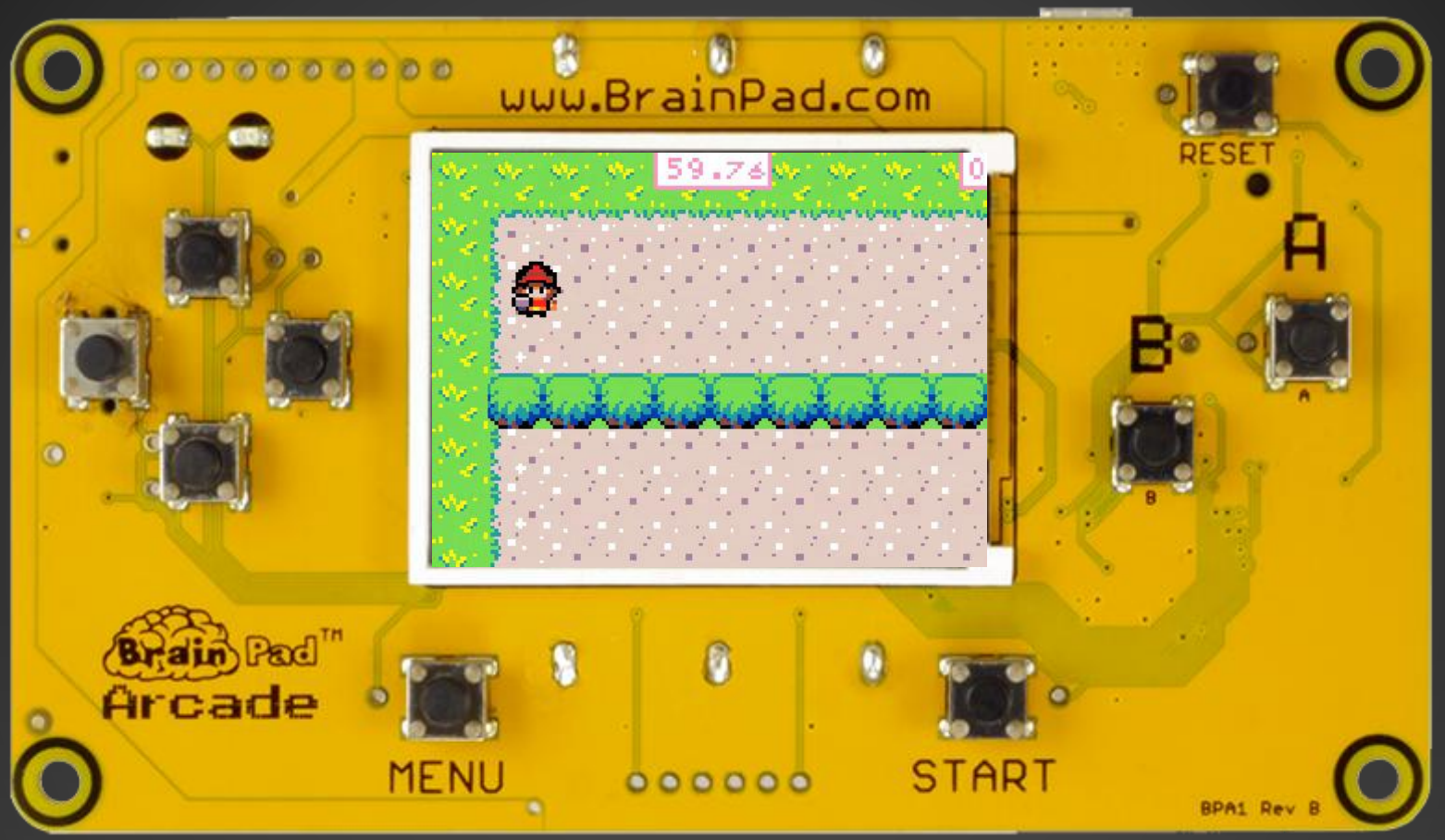
2-D ADVENTURE – EPISODE 03



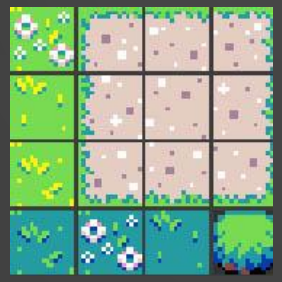
Let's add a world to explore in our game!

Computer Term:

Tilemaps

Using tilemaps is a very popular technique in 2D game development to build worlds using regular shaped images called tiles.

EXAMPLE:



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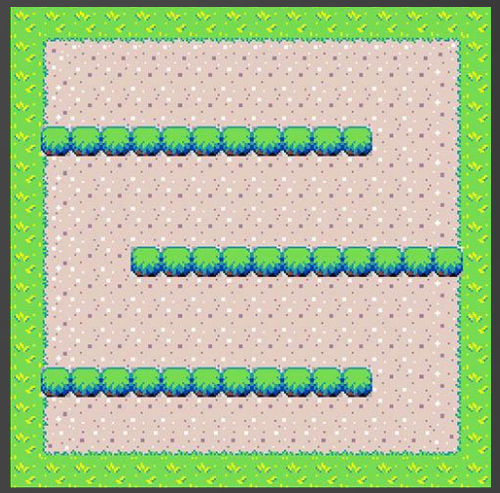
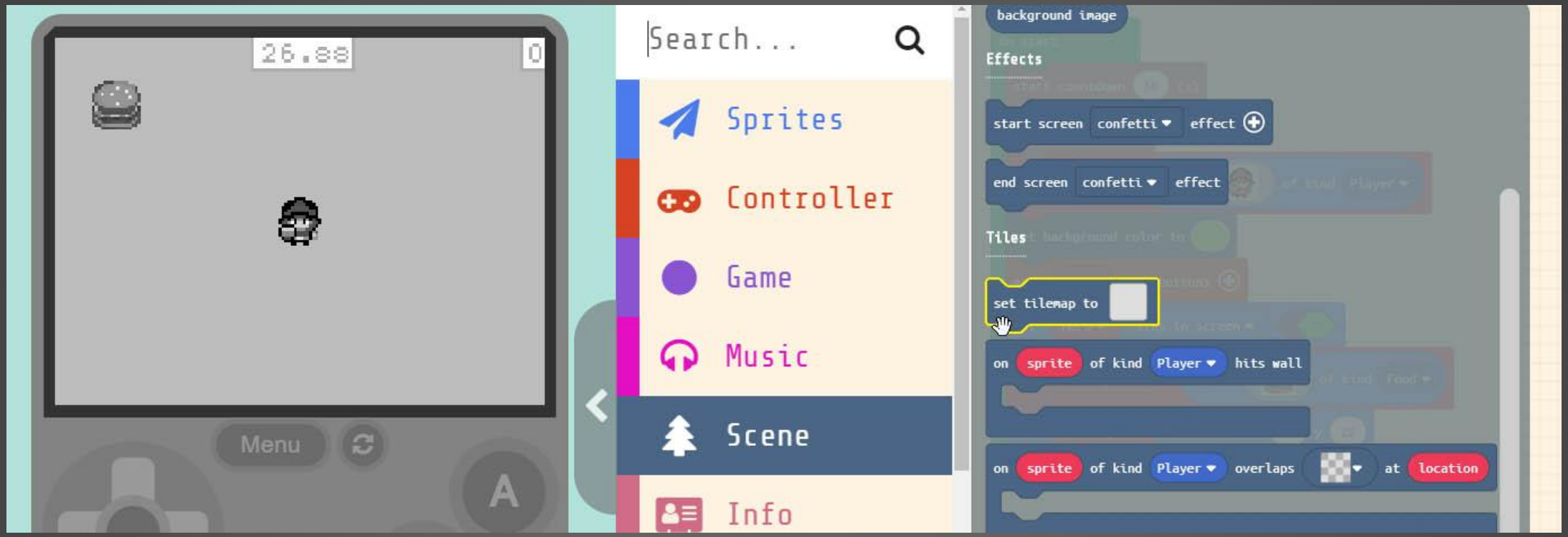
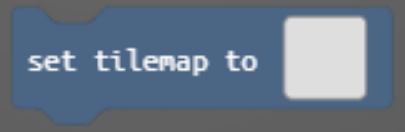
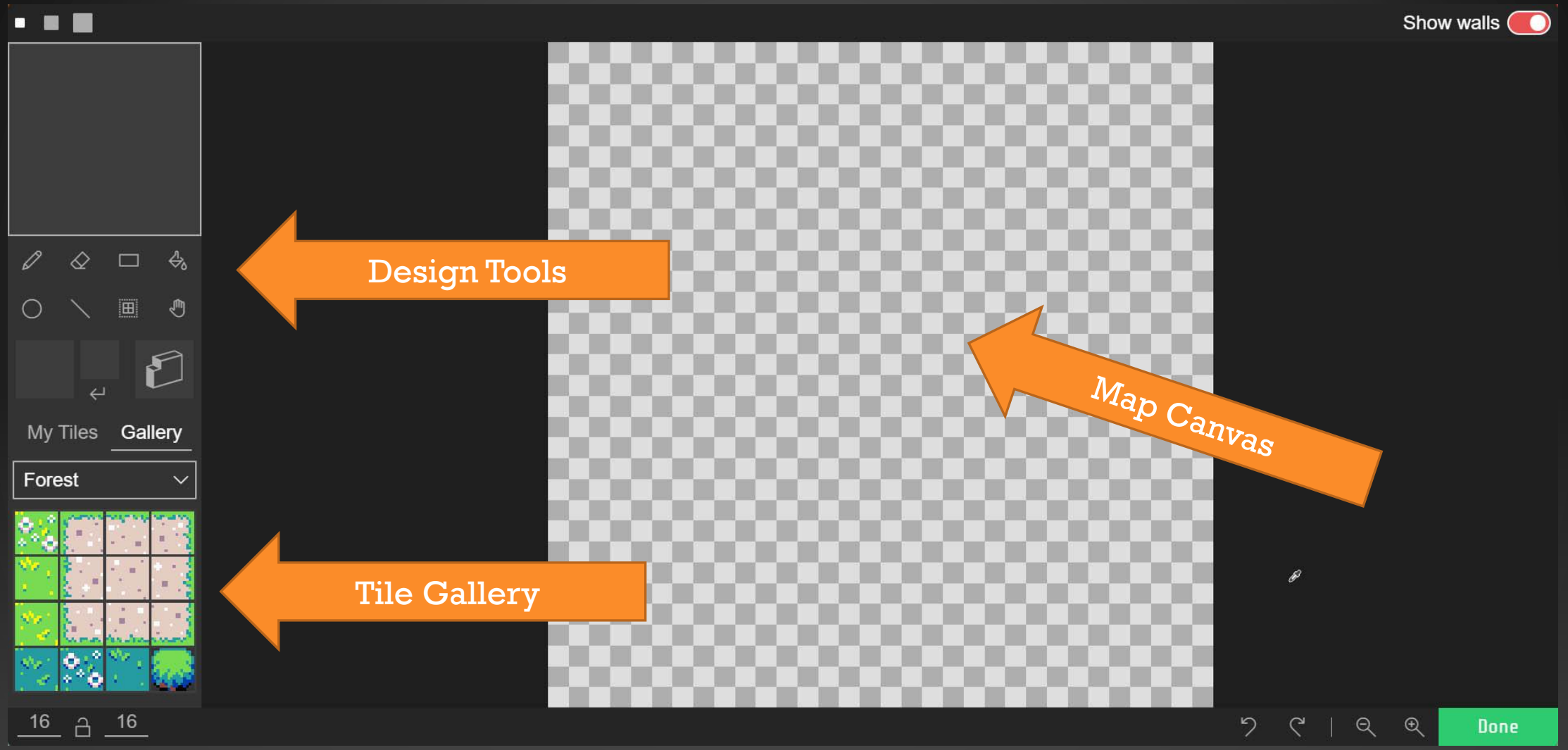


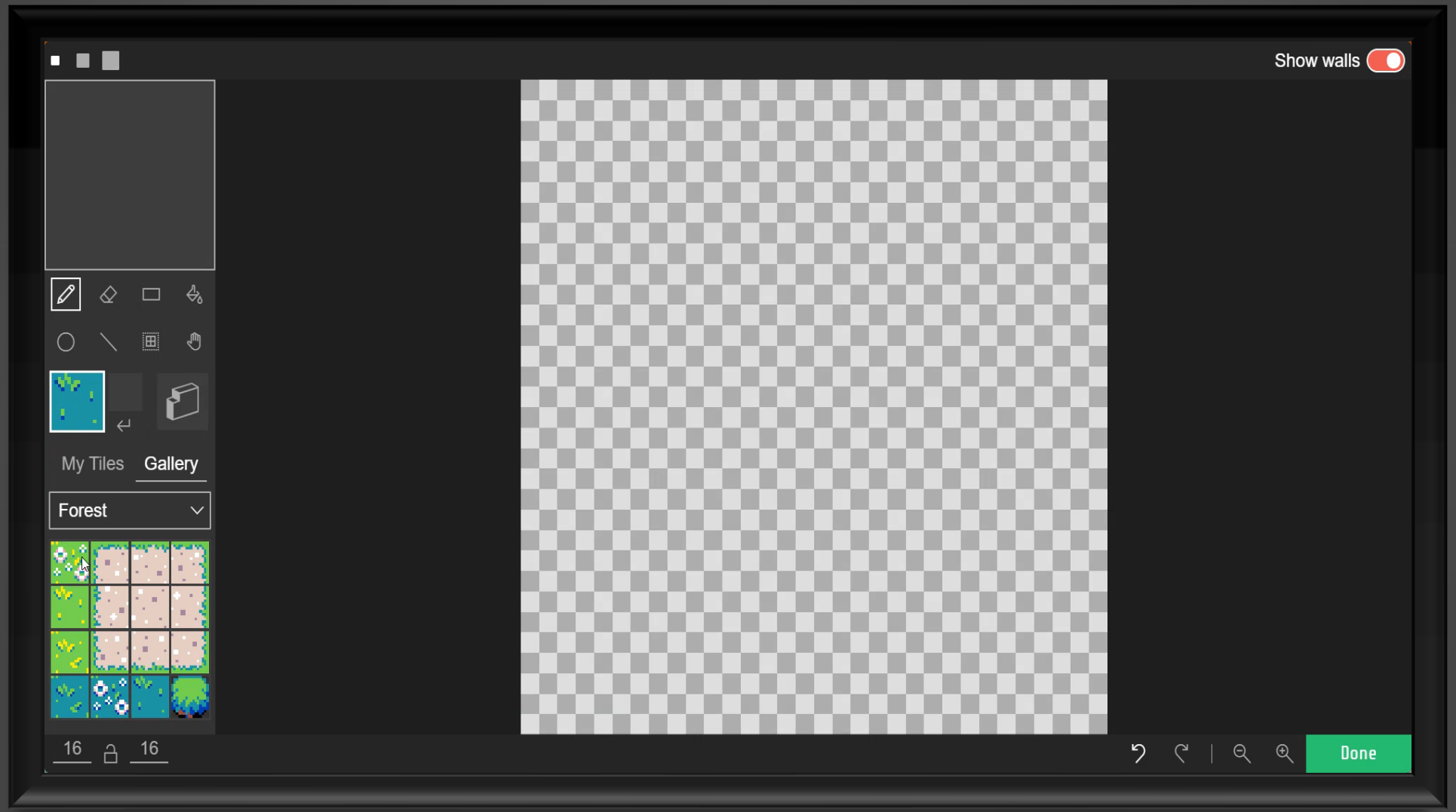


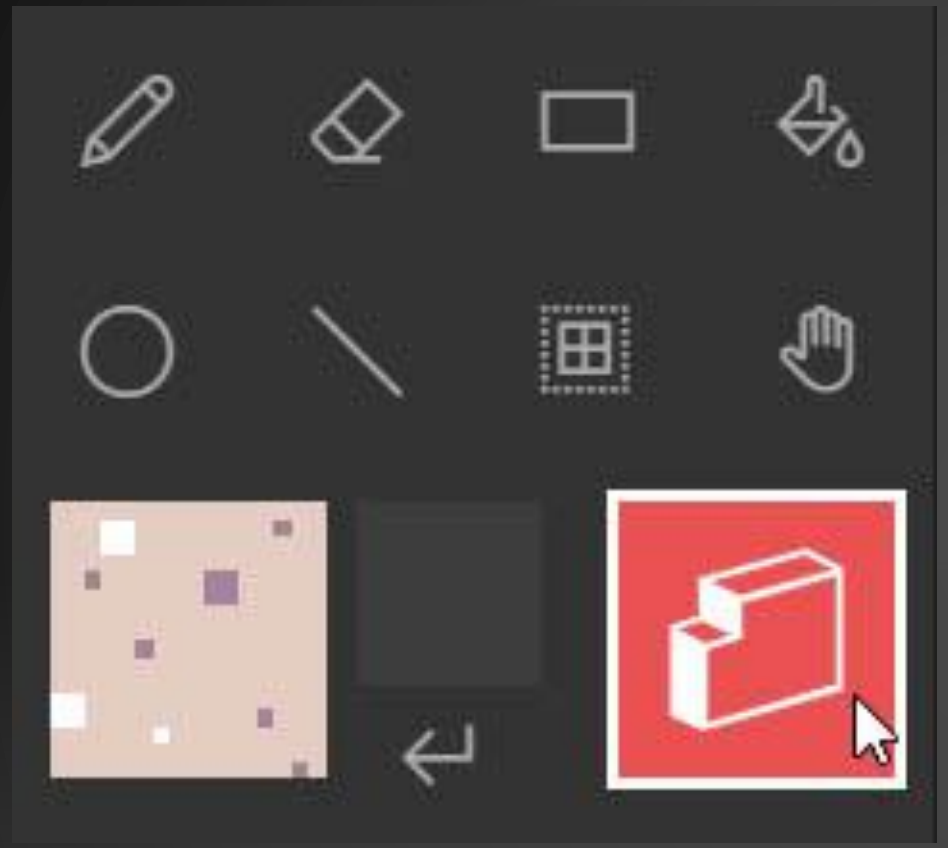
Grab the  block

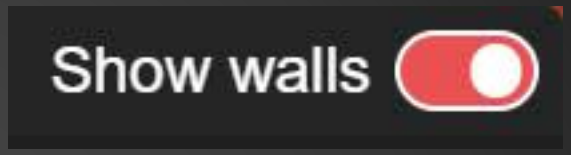
and drag it into the block

TILE MAP EDITOR




Show walls
My Tiles
Gallery
Forest
16
16
Done



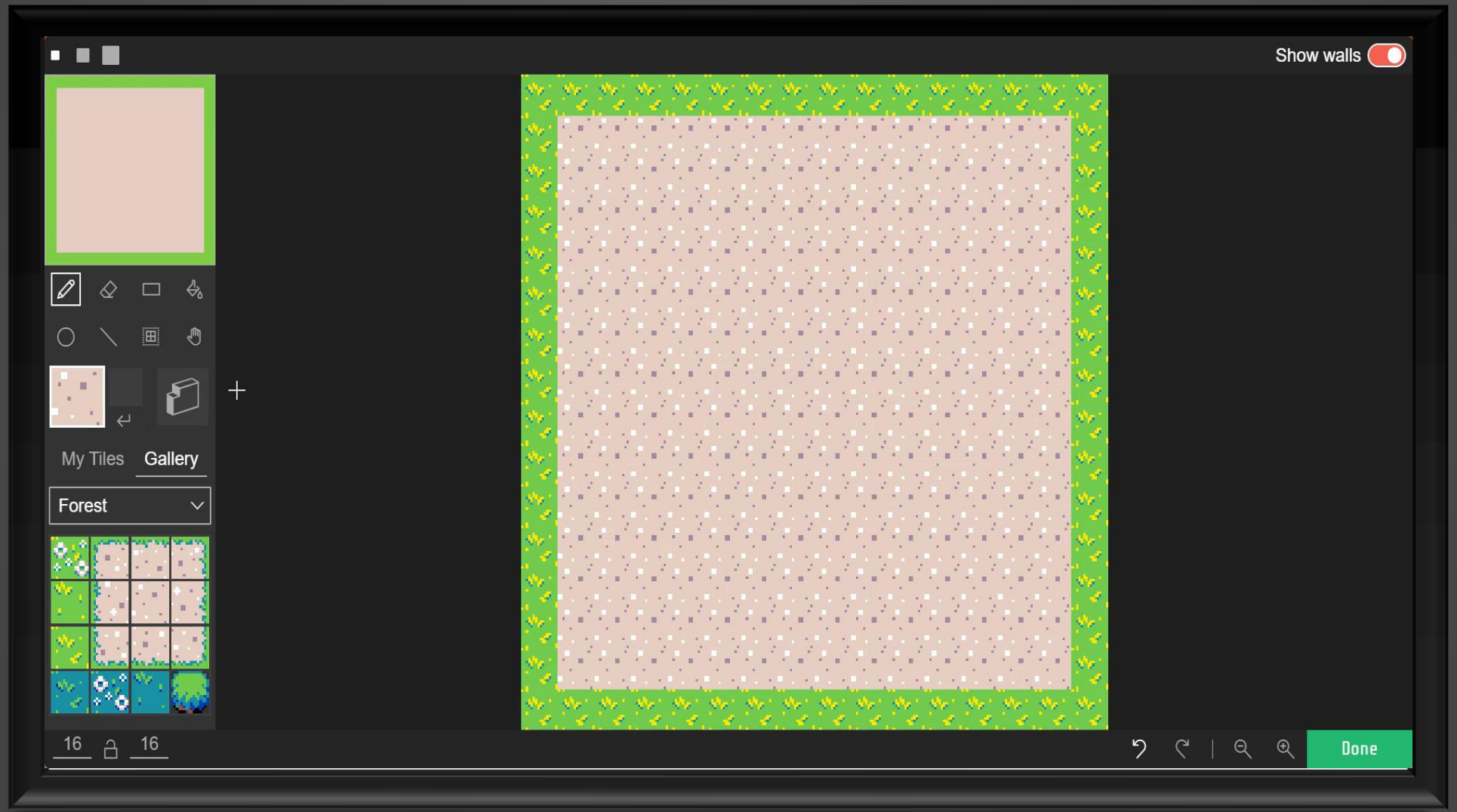


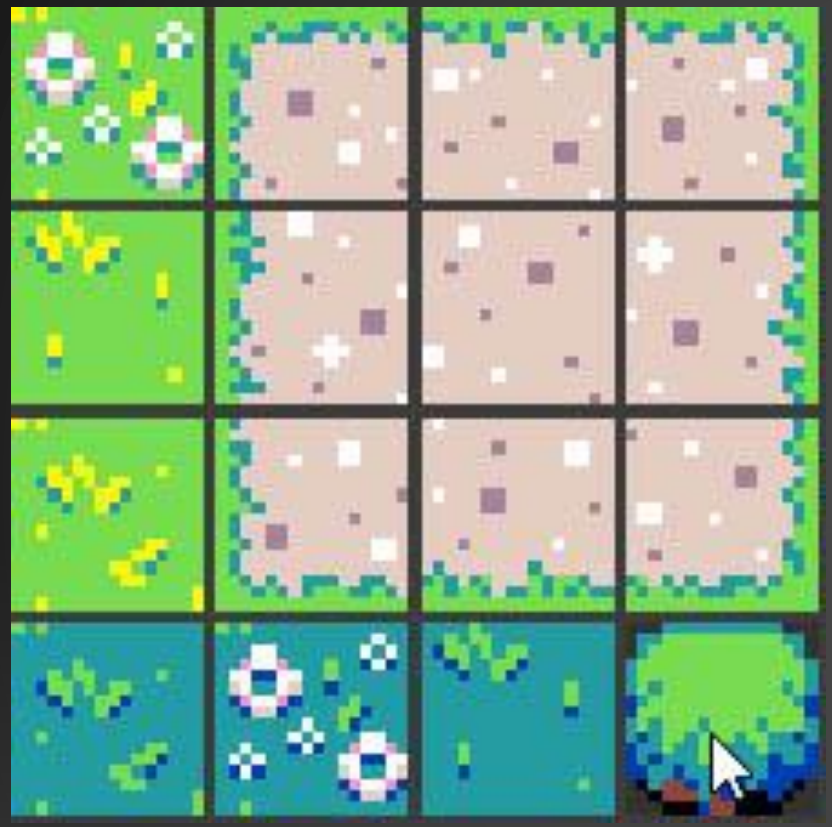
Let's create a wall around
the outside of our tile map.

Any of the tiles can be turned
into a wall

select the "Wall Creation" tool

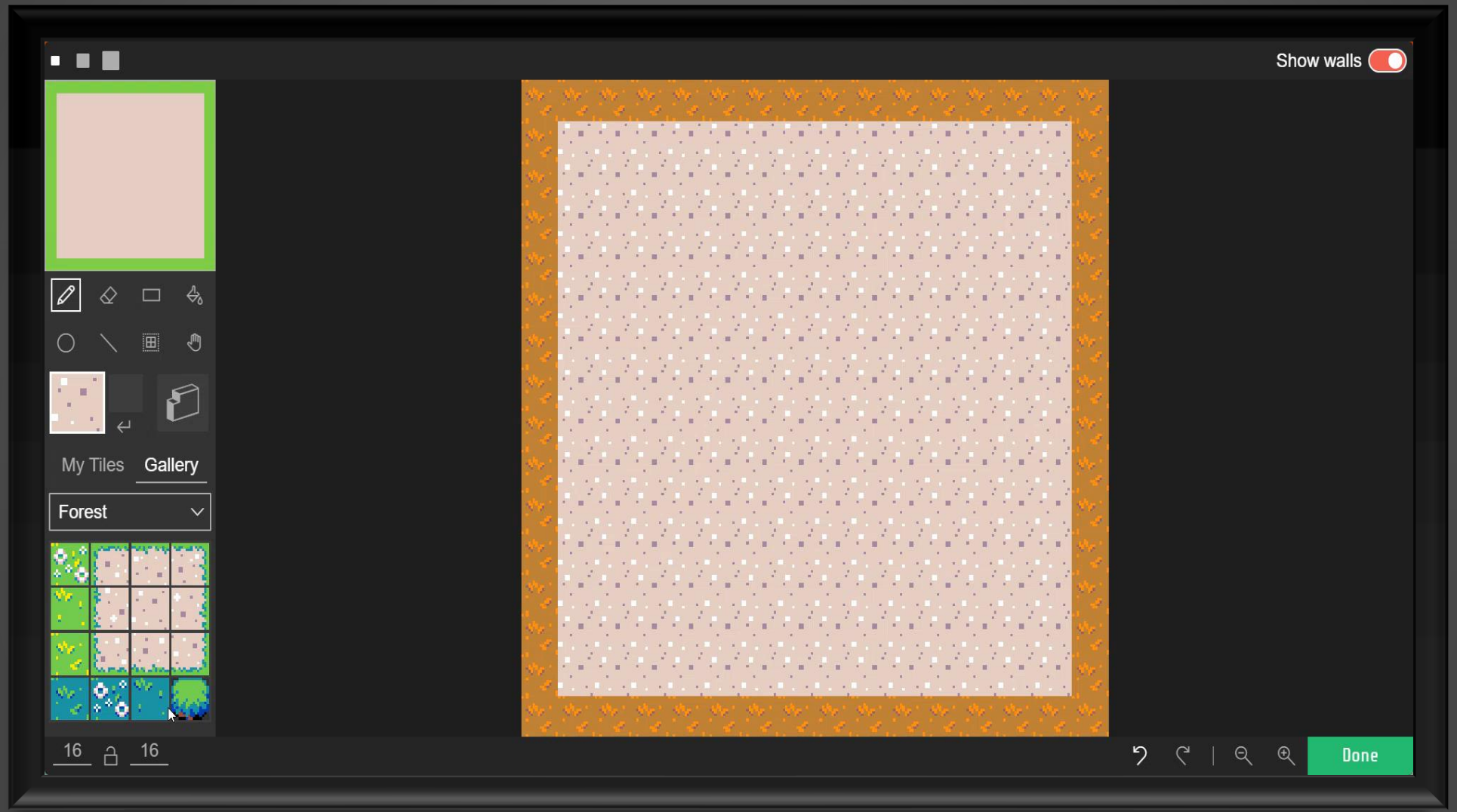
Also make sure "Show walls"
in the top right corner is turned ON

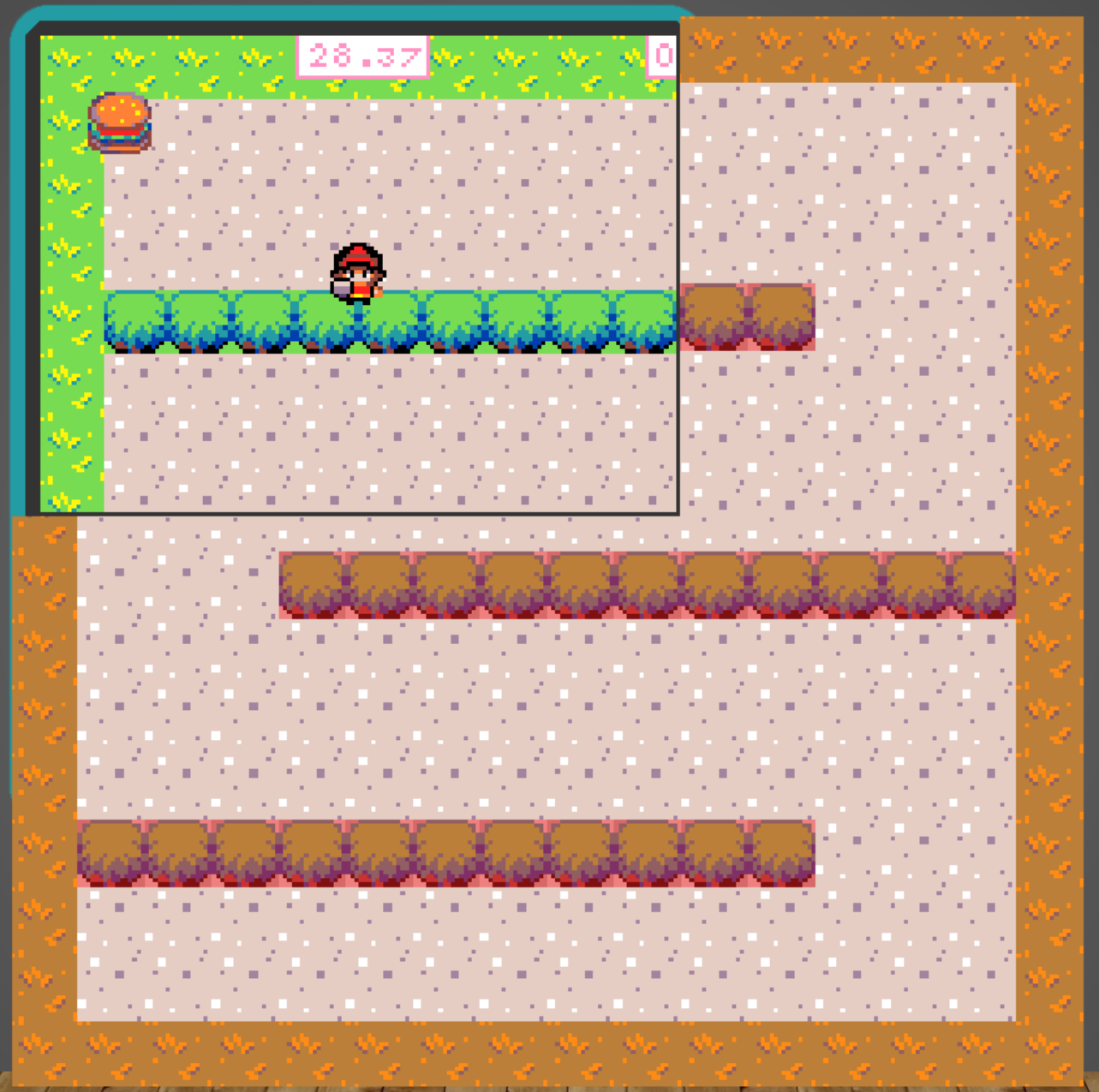

Show walls
My Tiles
Gallery
Forest
16
16
Done



Let's add some rows of bushes
for our 'Hero' Sprite to move around.

Select the bush tile from the 'Tile Gallery'
and let's added it to our Map.


Show walls
My Tiles
Gallery
Forest
16
16
Done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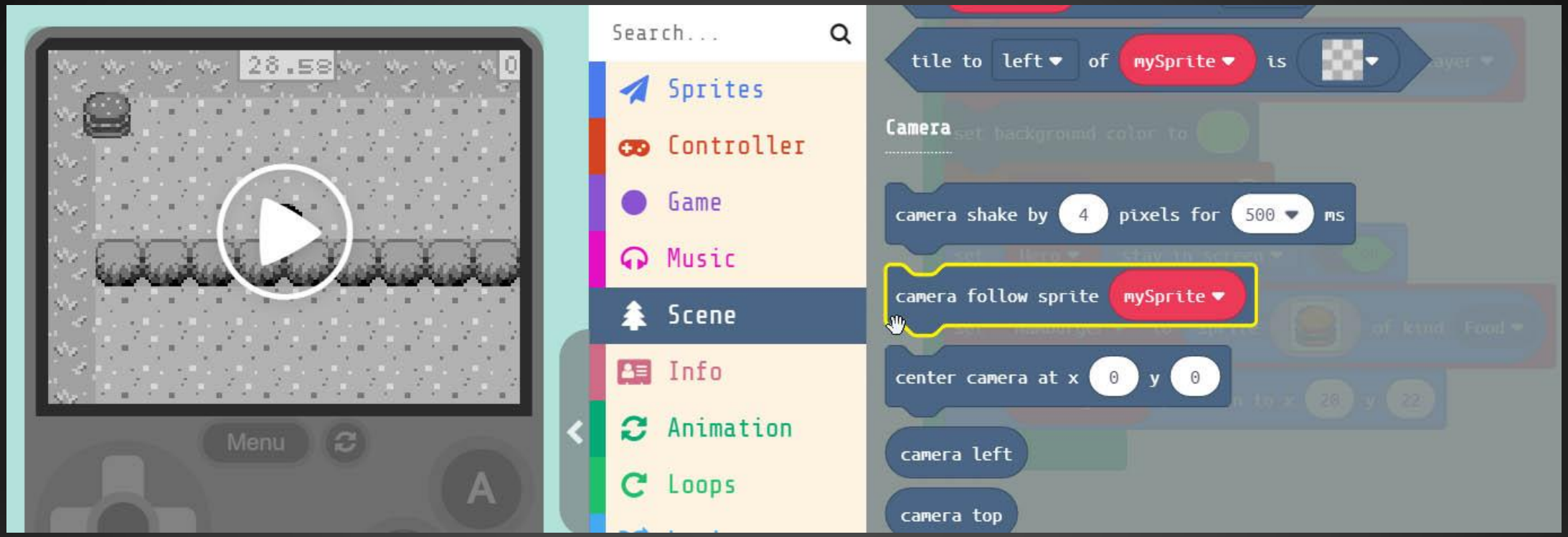
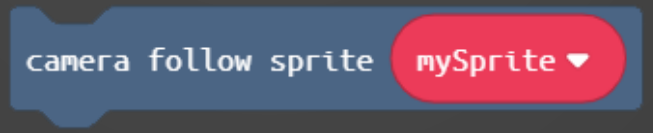
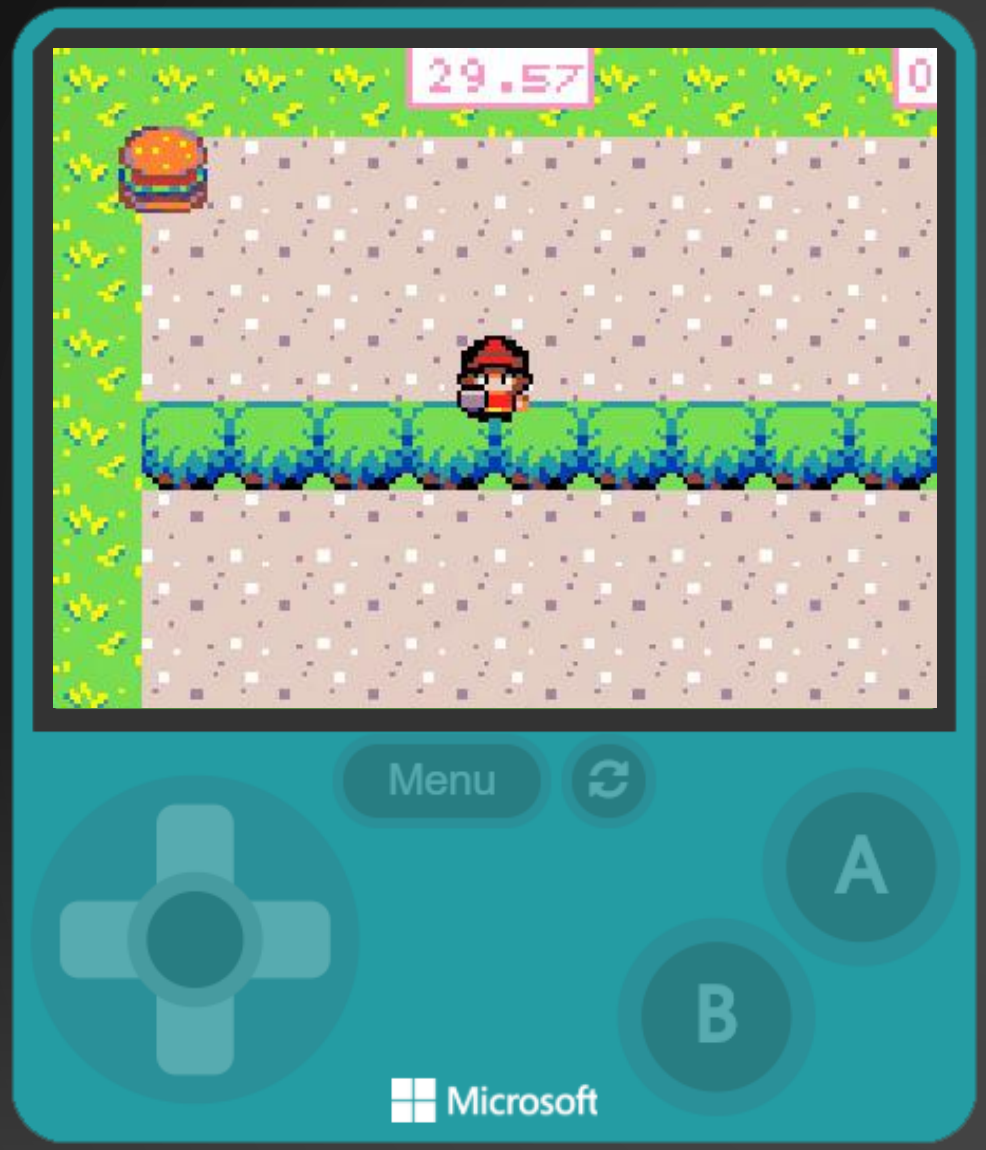


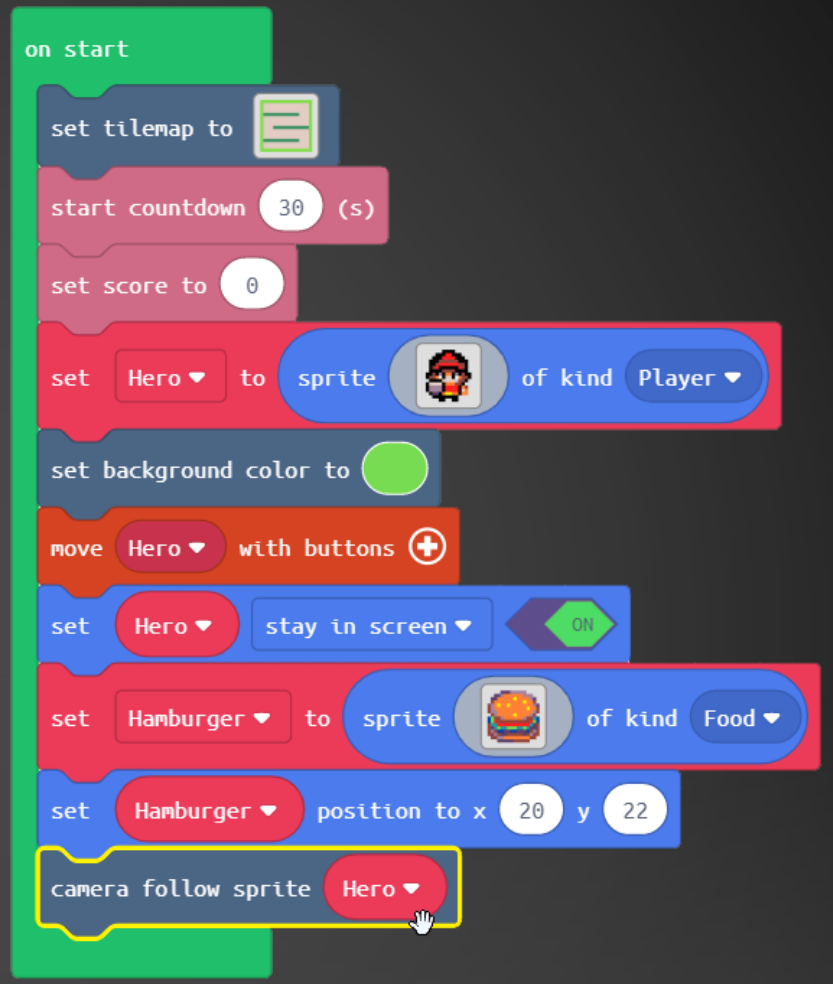
Grab the 

block

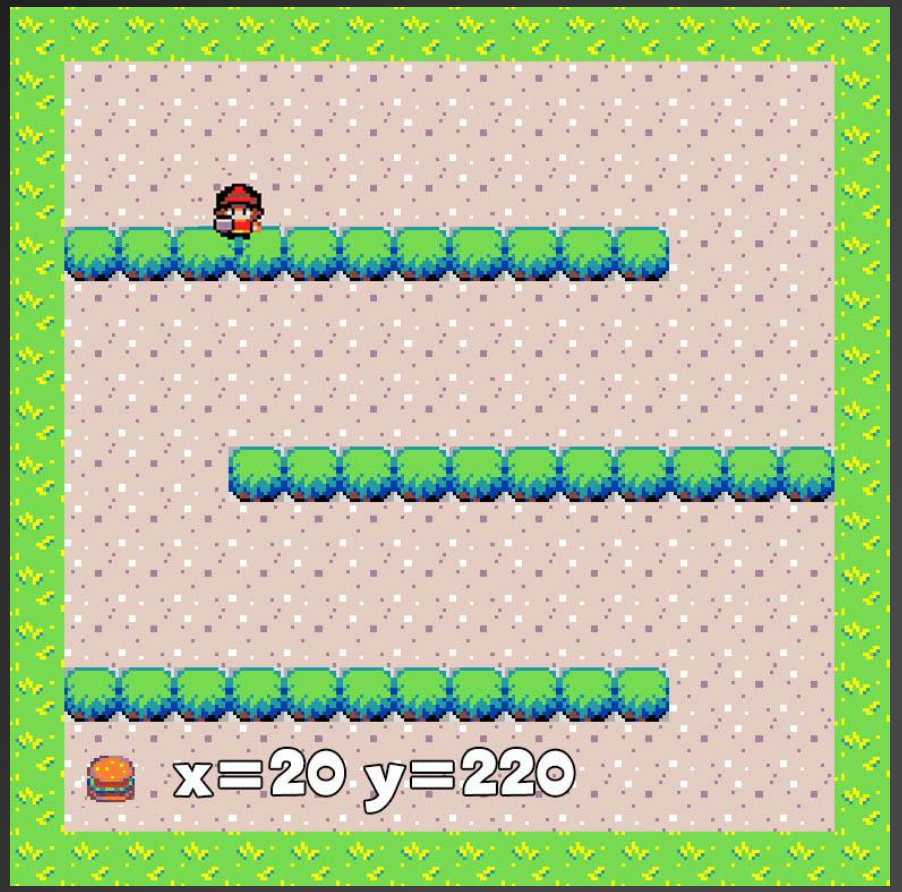
and drag it into the

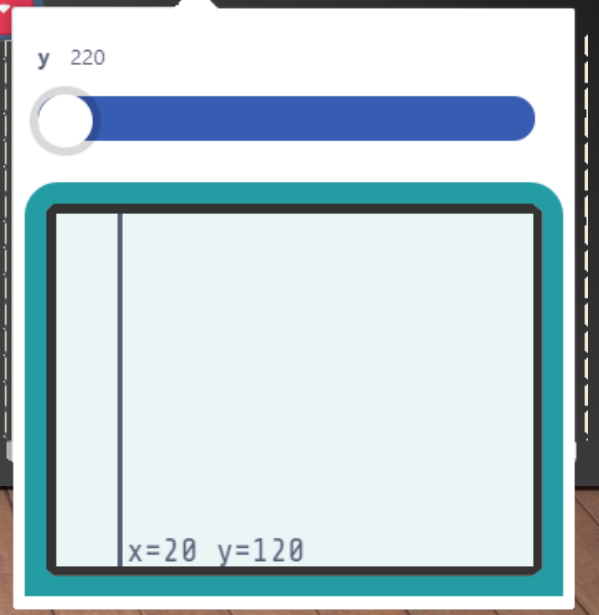
block





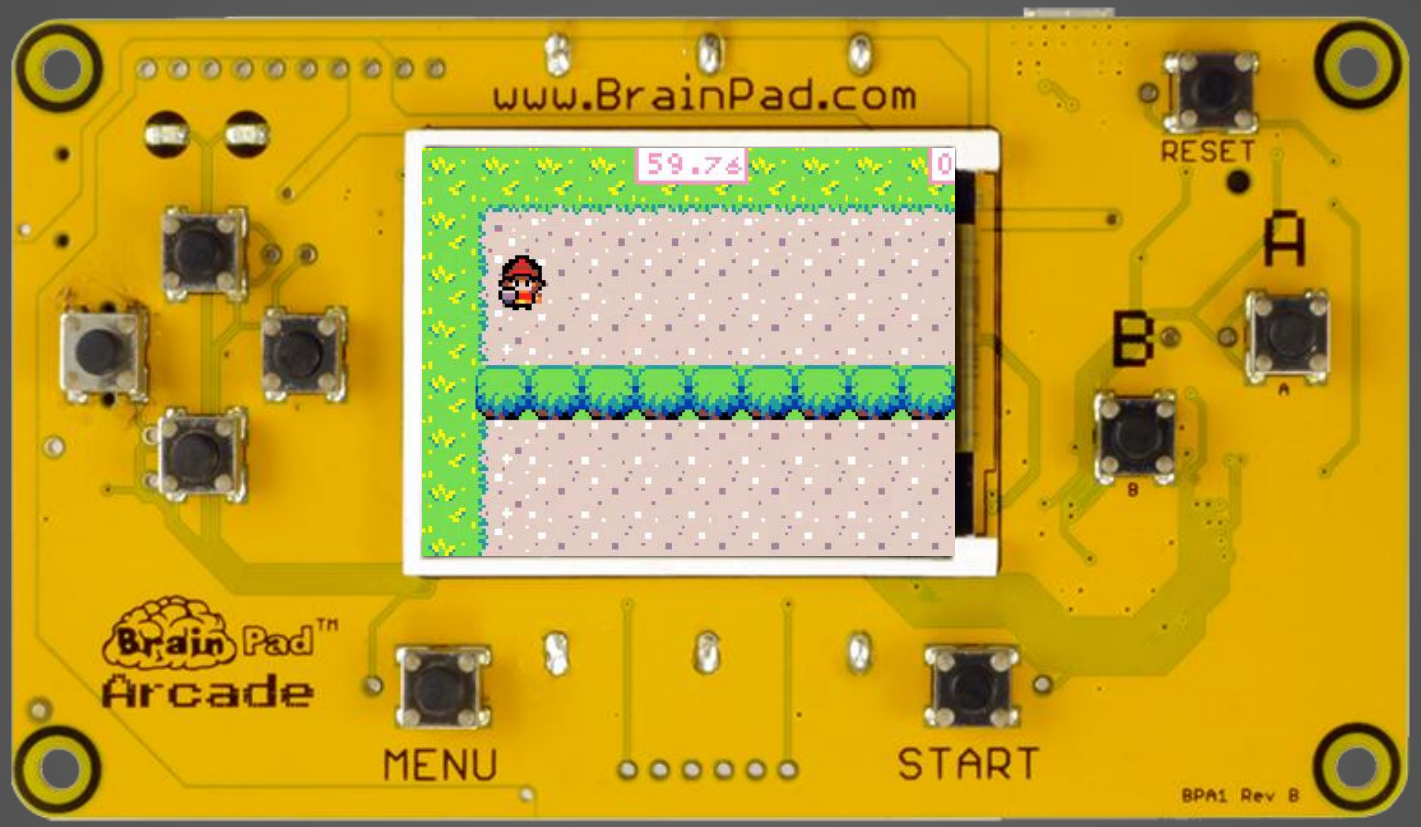
Change the parameter to ‘Hero’
Now the camera will follow our ‘Hero’





Change the ‘Y’ parameter to 220.
We can’t use the Sprite positioner because this is only when positioning with in the screen size.

Hardware Break



Now let's load what we have on to the BrainPad.

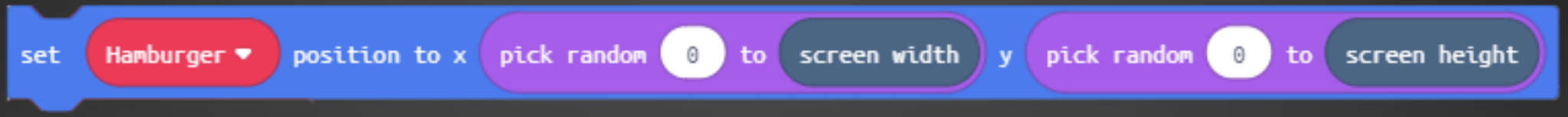
EXTRA CREDIT

Code to Blocks:

JavaScript:

```
Hamburger.setPosition(Math.randomRange(0, scene.screenWidth()), Math.randomRange(0, scene.screenHeight()))
```

Block:



Code to Blocks:

JavaScript:

```
scene.cameraFollowSprite(Hero)
```

Block: