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Programming Paradigms

Prototype

   For this assignment, I decided to create the basic editing component of a tile map editor for constructing worlds for 2d games which would be able to function in an Android operating system. The program is constructed in Python 2.7 using the Pygame 1.9.2 module. The conversion process uses Pygame Subset for Android in order to configure and build an apk package. The program currently is able to display two scrollable windows which allow for tile selection (from the uploaded tileset image) and tiled drawing with allowed transparency. I was also able to implement a saving feature which converts and saves the tilemap array into a JSON file. A major problem with the idea of porting over to Android is a dramatic loss is frames being displayed; this occurs despite drawing instances executing only during user interaction. Over the summer, I'd like to allow for user selection of a tileset and a save file name, as well as an export system which handles layers, as the current one only saves the last drawn tile index number to the tilemap array. I'll continue to tinker with PS4A, but after considering the amount of time I've spent optimizing the code and looking for answers, I might actually save time by rewriting my code to Java.

Just for kicks, below are some pictures of the app so far (with weird resolution bug on Android included!):