Quiz: Project Setup & TileMaps

1. What is a tile map?

a) A grid used to paint with sprites

b) A type of character in a platform game

c) A tool used to import sprite images

2. Why is planning and organizing the game environment important before adding sprites?

a) It helps to create a visually appealing game

b) It ensures that the sprites interact with each other correctly

c) It allows for a smoother game development process