Creating an Environment

1. Draw and label the different elements you would find in a platform game environment.

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2. Explain the process of setting up a project for a platform game.

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3. Describe the steps involved in creating a tile map using the grid tool.

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4. How can sprites interact with each other in a platform game? Provide examples.

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# Group Activity:

In your groups select a theme.

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What items should exist in your tilemap?

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In your groups, divide the list of items in your tilemap among yourselves and create those items. Track who is doing what on the following table:

| **Group Member** | **Tilemap Parts** | **Status** |
| --- | --- | --- |
|  |  | Not started |
|  |  | Not started |
|  |  | Not started |
|  |  | Not started |

Once all items are done, combine all items into one image and save it as a PNG. Make sure each person has a copy of that PNG.

Your final group creation:

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# Individual Activity:

Using your Theme created in the group activity. Create a new project, 2DNode and a main scene. Load in your tile map and set it up. Create a first level with your tilemap!

Track the steps with the following table:

| **Step** | **Status** | **Notes** |
| --- | --- | --- |
| Project Setup | Not started |  |
| Make Scene | Not started |  |
| Import Tilemap | Not started |  |
| Create Level | Not started |  |

Screenshot of your level:

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