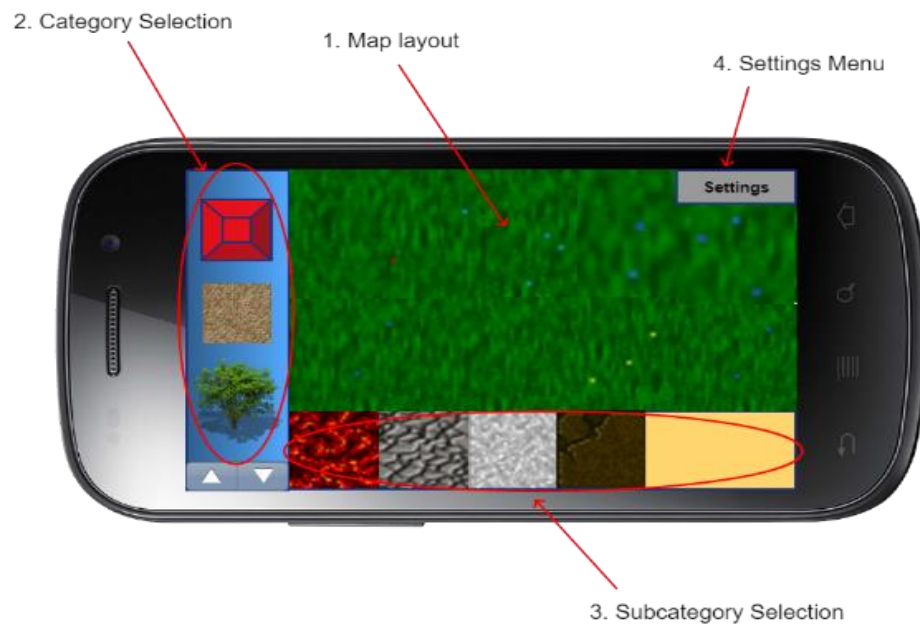The map editor screen allows players to create their own gameplay map with the available assets. This feature prevents the game from being stagnant as it allows players to experience different kind of gameplay. This editor will appear when the "Create Map" option in the Map Editor Menu is selected whereas the Map Editor Menu can be accessed through the Main Menu of the game. Aside from that, this editor can also be accessed through the "Edit Map" option in the Saved Map Viewer menu that can be selected in the Map Editor Menu.

In the Map Editor, players are allow to edit or customize their desired map in the Map layout (1). The Map Layout (1) is designed in a grid based manner where players are only needed to drag and drop their desired asset onto the Map layout (1). In the Category Selection (2), objects are categorized based on their functionality. This particular tab (2) allows players to navigate through the available objects more easily. Once the players selected one of the object in the Category Selection (2), the Subcategory Selection (3) will be available. In this Selection (3), a list of objects that shares the same functionality but possess different traits will be available for players to drag and drop into the Map layout (1). For example, a player can select a terrain in the Category Selection (2) and the different kinds of terrain like ice terrain or sand terrain will be displayed in the Subcategory Selection (3). If players decide to save or publish their current map design, they can select the Settings Menu (4). Other than saving and publishing, the Settings Menu (4) also allows players to quit from the Map Editor and edit their map description.