Maps

All maps used in this game are tiled maps. The tiles used are made by our group in photoshop and then packed to a tileset. The tiles are of the size 32x32. To place the tiles and create the map itself the program Tiled was used.

The height and width of all maps and tilesets have to be power of two for the library libgdx to load the files. All maps used right now are of the size 8192x512. If this is changed, the size of the mesh in the class OrthographicCameraController also needs to be changed for the whole map to be shown during the game.
The layer format of the map can not be XML, since it is not supported by the library.

The tiles are placed in different layers and have different properties.
Layers: Tile properties:
Background   -
Positions   StartPosition, FinishLine, Cookie
Solids   Ground, Obstacle
This is to divide the positions of the different tiles into the right list in the program.

There is a template map with tiles placed in the right layer and with the right properties named map0.tmx which can be used when creating new maps.