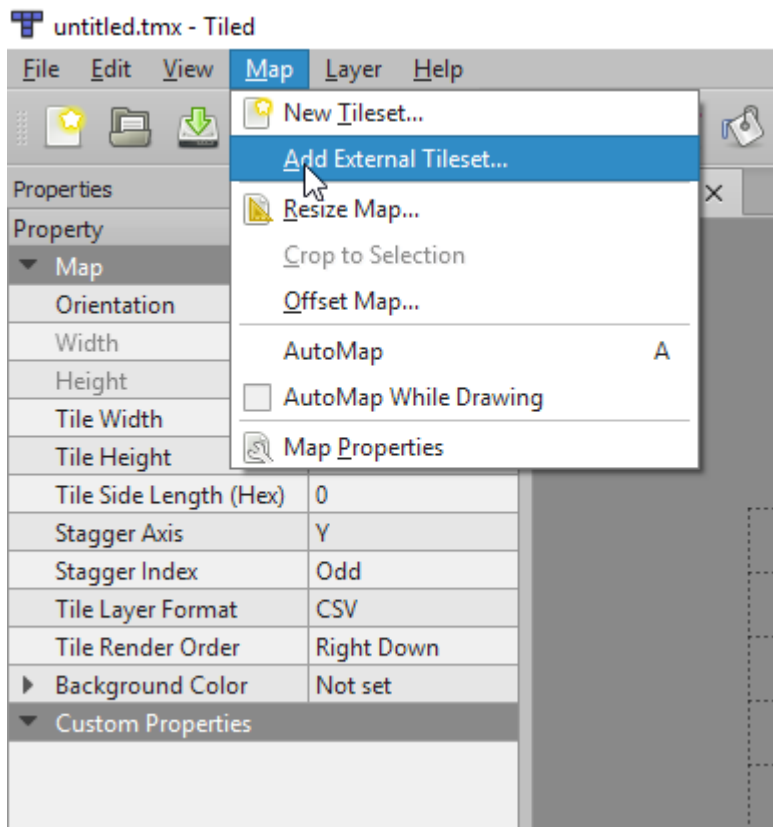


Using Tiled

1. Download Tiled (<https://thorbjorn.itch.io/tiled>)
2. Open Tiled
3. Make a new map with these settings
 - Orientation: Orthogonal
 - Tile Layer Format: CSV
 - Tile Render Order: Right Down
 - With a tile size of 32x32
 - Width: 25
 - Height: 20
4. Select Map at the top of the menu and select “Add External Tileset...”



5. Select the the following .tsx files found in the tilesets (core/assets/tilesets) folder

- meta.tsx
- road.tsx
- traps.tsx
- wallsandroofs.tsx

6. Create four Layers as shown below:

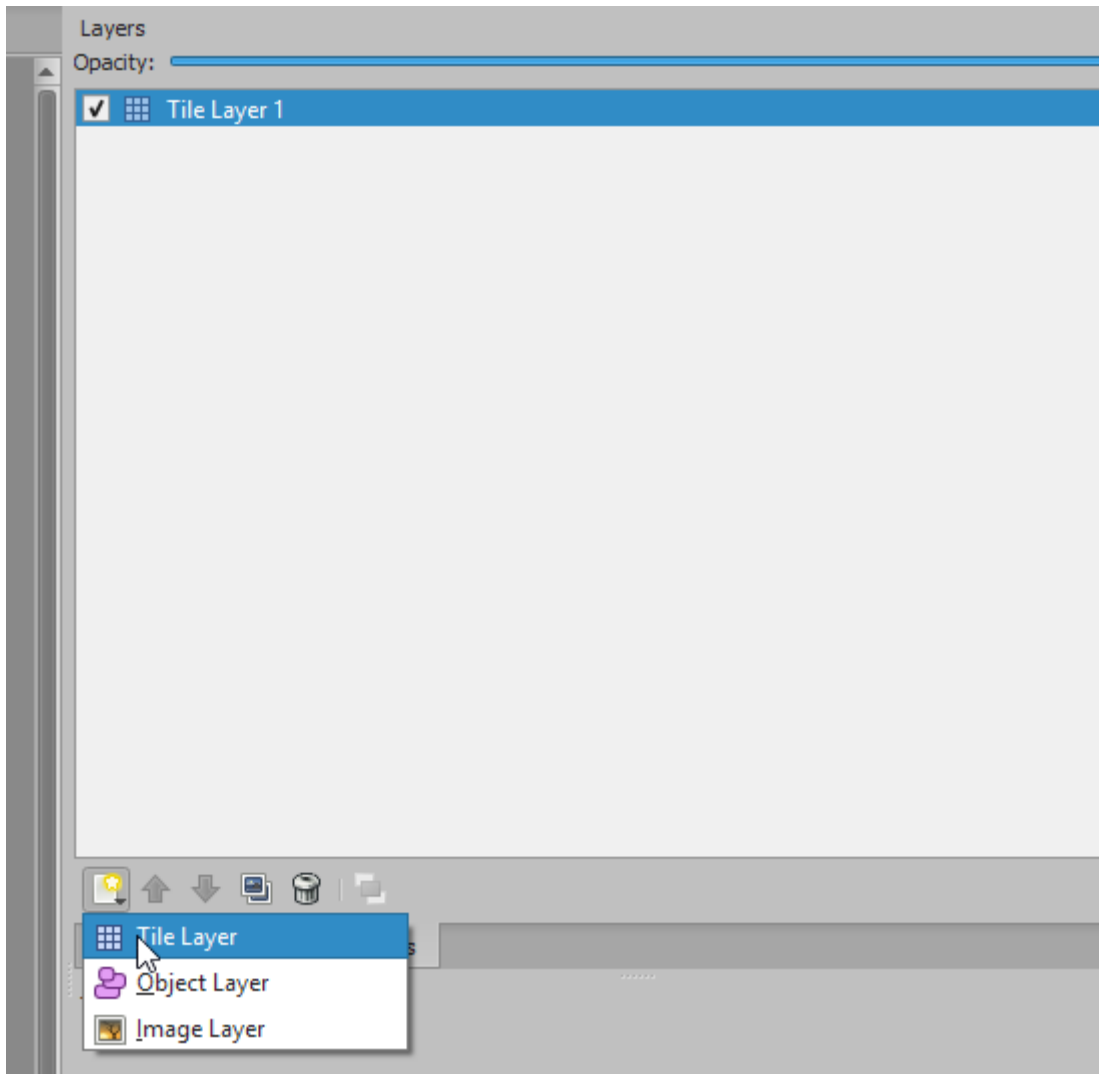


Figure 1: Adding Layers

Call them Wall, Utility, Trap and Road

You should end up with something that looks like this:

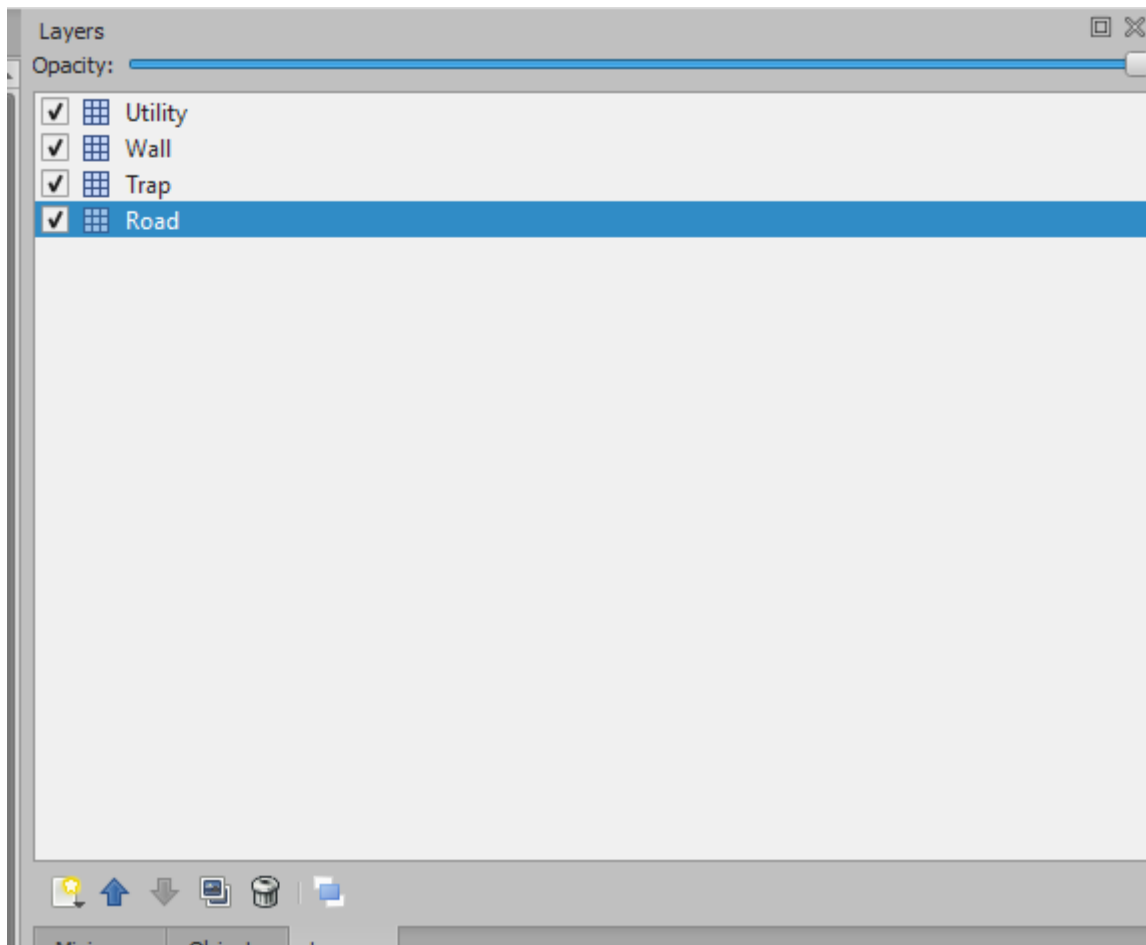


Figure 2: Final Layer Screen

7. Select the Road Tile and paint the whole map with the Road (this can also be done with the bucket fill tool).
8. When adding other tiles, remember to match the Layer with the correct tilesheet.
 - The Utility Layer will use the Meta tilesheet
 - The Road Layer will use the road tilesheet
 - The Trap Layer will use the traps tilesheet
 - The Wall Layer will use a specific tile in the wallsandroofs tilesheet shown in the image below:

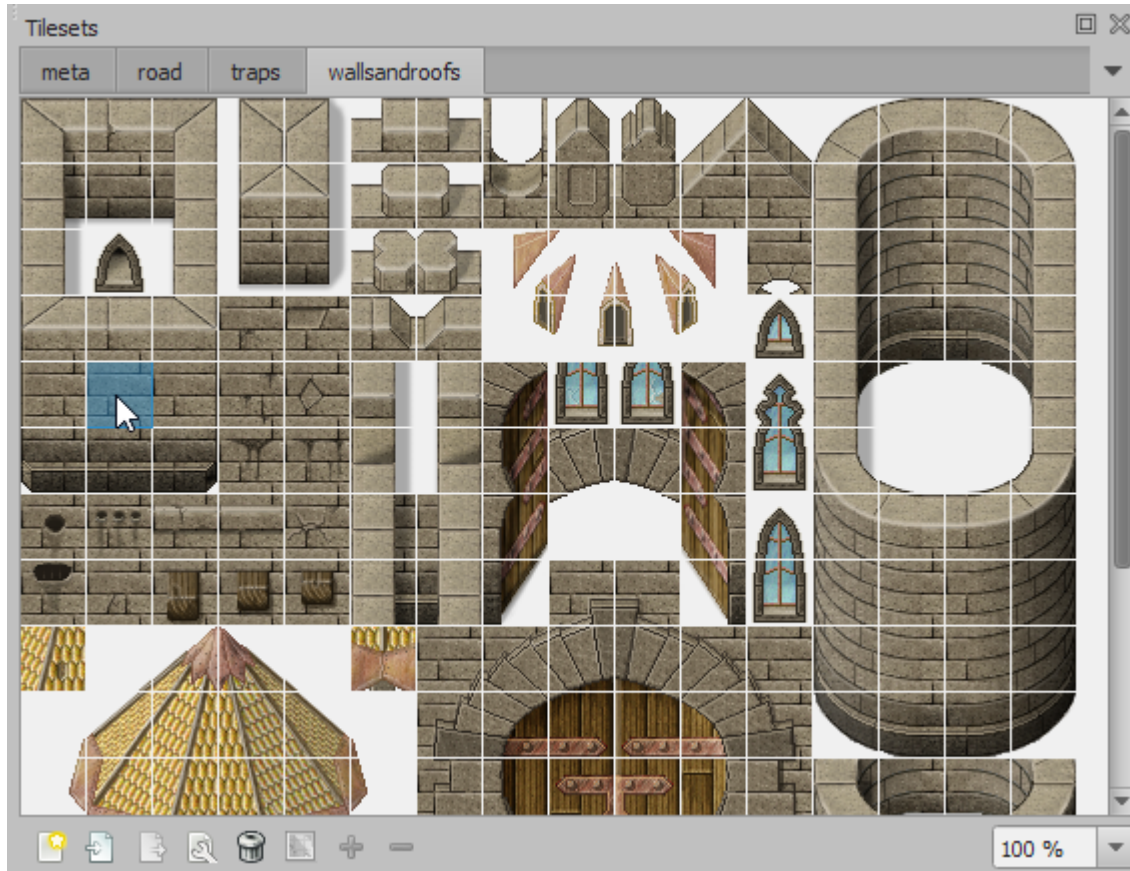


Figure 3: Selected wall

It is also worth noting that ticking the tile layers is for visibility but selecting them allows you to edit the selected layer.

9. All set now, as long as you follow these rules, when you load your new map.tmx in the code, you shouldn't receive any errors!

The map should be saved in the `/core/assets/` folder.