

Styx and Stones: Level Editing Flow and Architecture

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1 Overview

Styx and Stones is a 2D platforming game created by the FoodTaste Drexel Senior Project Team consisting of members

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- Brendan Kelley
- Bailey Myers-Morgan
- Devin McGinty
- Le Nguyen
- Nicole Vecere

The purpose of this document is to demonstrate the process of designing levels and loading them into an instance of the Styx and Stones software program for the user to interact with. The general process is to design the level in the Tiled 2D map editor, In the rest of this document the term “the game” refers to the “Styx and Stones” game program.

2 Architecture

2.1 Tiled Map Editor

2.2 Tiled2Unity Deserialization

2.3 Unity

3 Loading Levels

4 Current Challenges