

# Tutorial

- integrate these changes into your touchmap code
- add a room button, so that the room information is generated, ie:

```
define S worldspawn
define H monster monster_demon_hellknight
define 1 room 1

#####
# S #
#   #
# 1 #
# H #
#####
```

## Tutorial

- your room button should keep a record of the rooms allocated
  - remember which rooms are deleted and reuse the number
  
- add other assets into touchmap
  - lights, tick, ammo, rockets, rocket launcher
  - [Doom3 asset list](https://doom.fandom.com/wiki/Doom_3) `<https://doom.fandom.com/wiki/Doom_3>`
  
- add a doom3 button which will shutdown touchmap and then run doom3
  - make this button also run chisel to generate the tiny.map before running doom3