

Tutorial

- download the `touchmap-0.2` code
- comment each function/method in `touchmap-0.2/touchmap.py`
- run the code
 - notice the colour scheme of the spawn button
 - change the colour of the spawn button so the default screen background blends in with the background of the button
- change the `return` button to an `export` button

Tutorial

- see if you can add a hellknight button
- fix the spawn button to that it adds an s when the `export` button is pressed
- see if you can find a way to add the correct header to the exported text

Tutorial

- ie, check the example

■ `Sandpit/chisel/maps/simple.txt`

```
define 1 room 1
define 2 room 2
define 3 room 3
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light
define a ammo ammo_shells_large 16
```

- add a light button
- add a room button