

Game tools

- second coursework is to produce a level editor for a tablet

- we will be exploring many aspects of tools
 - python
 - python pygame
 - touchgui
 - [touchmap](#)
 - debian package management
 - GNU/Linux build tools

Touchmap

- a tablet tool for creating maps for:
 - penguin tower 2D
 - isometric penguin tower
 - doom3
- you will start with a prototype touchmap
 - and extend it in a variety of methods

Touchmap

- is written in Python and uses the library `touchgui`
- you can download the `touchmap` and `touchgui` source code
 - you can change the `touchgui` code if you wish

Touchgui

- a small gui for a tablet written in Python using Pygame
- [touchgui documentation](http://floppsie.comp.glam.ac.uk/touchgui/homepage.html) `<http://floppsie.comp.glam.ac.uk/touchgui/homepage.html>`
- try out the [examples](http://floppsie.comp.glam.ac.uk/touchgui/examples.html) `<http://floppsie.comp.glam.ac.uk/touchgui/examples.html>`