

# 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>`