Guide on creating rooms in Tiled for Mage Hook

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Version 1.0

Step 1

Download and install Tiled, a free tile-based level editor (https://thorbjorn.itch.io/tiled)

Step 2

In the Mage Hook repository, there is a folder named "levels" that is intended to keep all the level files. There are 2 files here which are important namely: *BLANK PLEASE DO NOT SAVE.tmx* and *tileset.png*. These should **not** be updated apart from the tileset image file which should **only** be updated when new tiles are added.
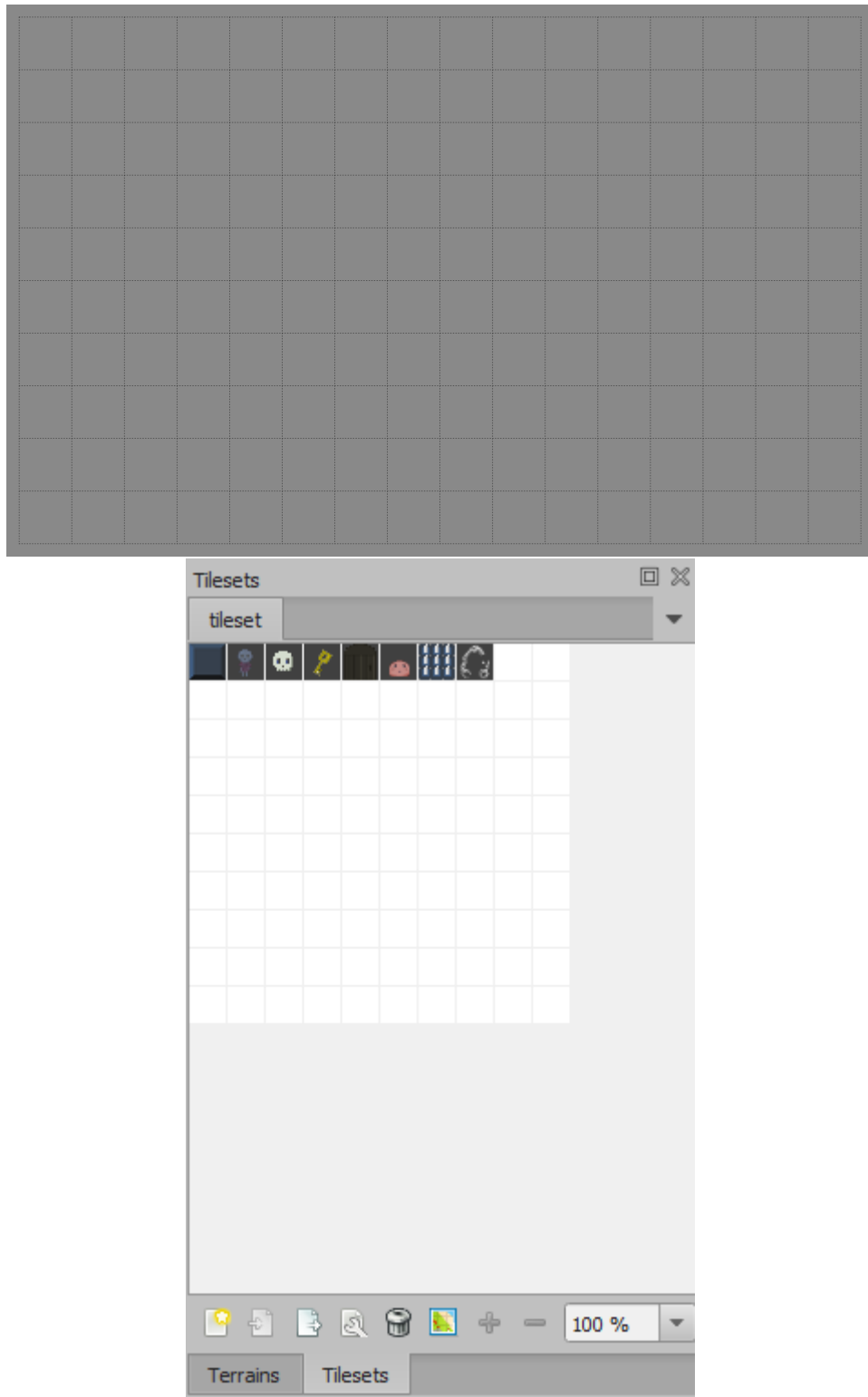

BLANK PLEASE DO NOT SAVE.tmx   tileset.png
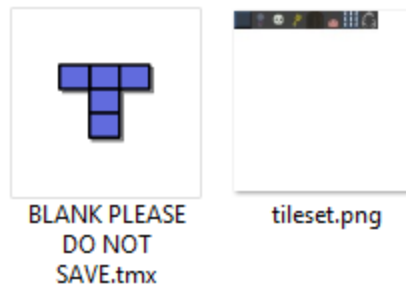
Step 3

Copy the blank level file and give it a name (I will create an example level for demonstration).

BLANK PLEASE DO NOT SAVE.tmx   example.tmx
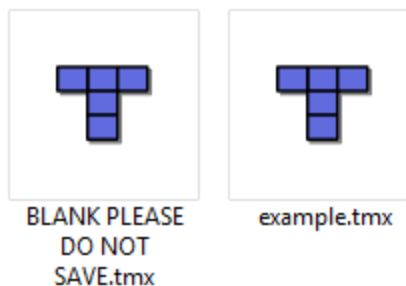
Step 4

Open your new level in tiled. You will see a blank room with the tileset loaded in.

Step 5

Now create your room. You can add in a specific tile by clicking on it in the *Tileset* window and clicking on the grid to place the tiles. Please note that any empty tile will be a *floor* tile in the game. You can also use the eraser tool to clear a tile, which would then make it a floor tile.
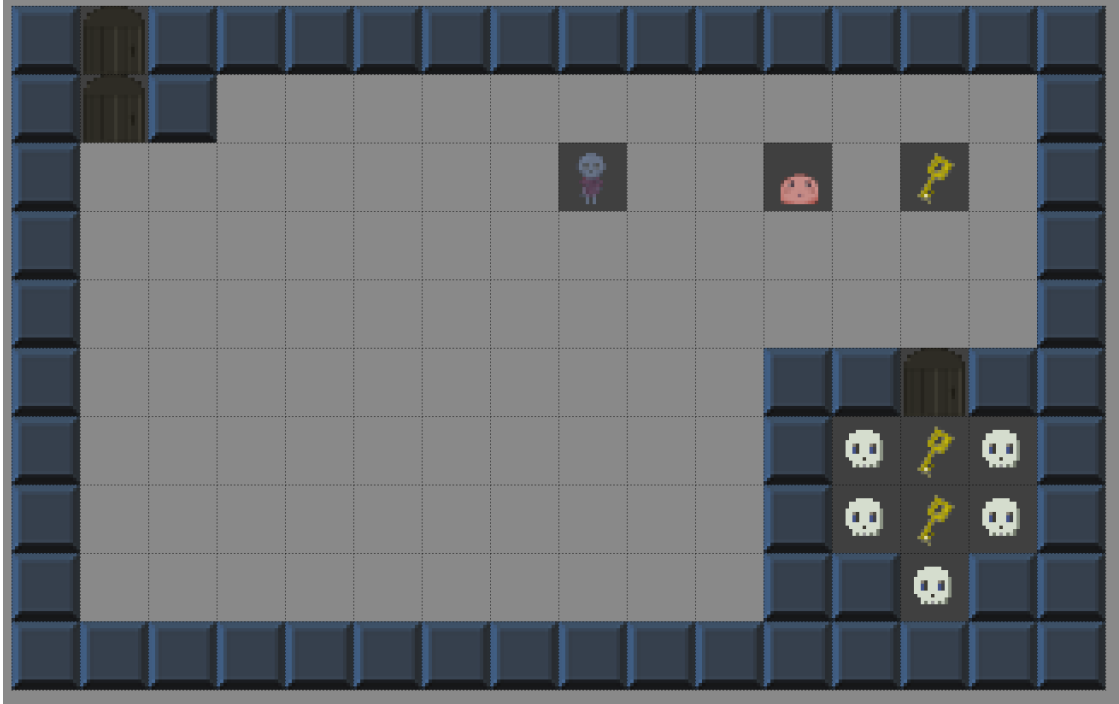
The player and enemy tiles are special tiles which will give spawn locations for the player and enemies.

Step 6

Save your level, then open the level file (.TMX) in any text editor (notepad works). You'll see the data for the file. What we want is the tile data (the highlighted part below).

```xml
<?xml version="1.0" encoding="UTF-8"?>
<map version="1.0" orientation="orthogonal" renderorder="right-down"
 <tileset firstgid="1" name="tileset" tilewidth="20" tileheight="20"
  <image source="tileset.png" width="200" height="200"/>
 </tileset>
 <layer name="Tile Layer 1" width="16" height="10">
  <data encoding="csv">
1,5,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,5,1,0,0,0,0,0,0,0,0,0,0,0,0,1,
1,0,0,0,0,0,0,0,2,0,0,6,0,4,0,1,
1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,
1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,
1,0,0,0,0,0,0,0,0,0,0,1,1,5,1,1,
1,0,0,0,0,0,0,0,0,0,0,1,3,4,3,1,
1,0,0,0,0,0,0,0,0,0,0,1,3,4,3,1,
1,0,0,0,0,0,0,0,0,0,0,1,1,3,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
</data>
 </layer>
</map>
```

The tile data is an array of indexes. Copy only this part and then paste it into the javascript.

```javascript
var room = new Room([
    1,5,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
    1,5,1,0,0,0,0,0,0,0,0,0,0,0,0,1,
    1,0,0,0,0,0,0,0,2,0,0,6,0,4,0,1,
    1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,
    1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,
    1,0,0,0,0,0,0,0,0,0,0,1,1,5,1,1,
    1,0,0,0,0,0,0,0,0,0,0,1,3,4,3,1,
    1,0,0,0,0,0,0,0,0,0,0,1,3,4,3,1,
    1,0,0,0,0,0,0,0,0,0,0,1,1,3,1,1,
    1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1]);
```

Remember to make sure that the opening and closing brackets are there!

Step 7

Run the game and see your brand new level.

Have fun making levels!