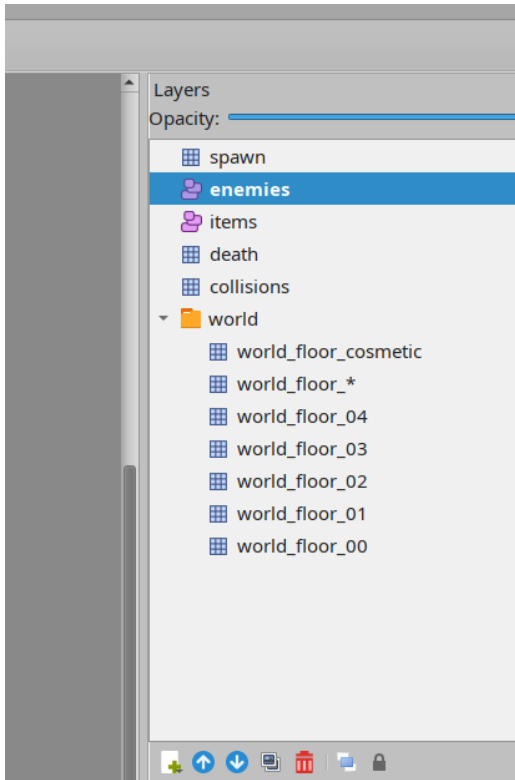


Creating custom maps in Tiled



Following the template, all maps must have these layers.

world_floor_xx layers represent platform height. The software will automatically create collisions around the borders of higher platforms with lower ones.

world_floor_* layer allows the character to move between heights. This layer needs to contain your stairs or ramp tiles (and therefore these tiles should be empty on the other world_floor layers).

world_floor_cosmetic is just a layer to overlay additional textures onto the world (such as rocks ontop of the ground)

collisions – any filled square is a collision to the player

death – any filled square instantly kills the player

items – place rectangle objects on the map with the type being either ‘health_pot_small’, ‘health_pot_big’, ‘coin’, ‘final_chest’, ‘bow’, ‘dagger’. The item will spawn at the center of the rectangle object

enemies – similar to items but only has type ‘normal’ or ‘boss’

spawn – empty layer with two custom parameters ‘spawnX’ and ‘spawnY’. These properties set the spawn of the character (in tiles)

| Properties | |
|---------------------|-------------------------------------|
| Property | Value |
| ▼ Object | |
| ID | 21 |
| Template | |
| Name | |
| Type | boss |
| Visible | <input checked="" type="checkbox"/> |
| X | 544.00 |
| Y | 384.00 |
| Width | 32.00 |
| Height | 32.00 |
| Rotation | 0.00 |
| ▼ Custom Properties | |

| Properties | |
|---------------------|-------------------------------------|
| Property | Value |
| ▼ Tile Layer | |
| ID | 32 |
| Name | spawn |
| Visible | <input checked="" type="checkbox"/> |
| Locked | <input type="checkbox"/> |
| Opacity | 1.00 |
| Horizontal Offset | 0.00 |
| Vertical Offset | 0.00 |
| ▼ Custom Properties | |
| spawnX | 17 |
| spawnY | 20 |