TileEditor is developed as an aide in developing videogames in JavaScript for a friend. The purpose of the tool is to be a light weight visual WYSIWYG editor in order to create levels for games. The editor is written in Java, as opposed to JavaScript or Node.js, as it is a light-weight high level language. The editor will not require much performance or memory, where the main concern will be in adding new custom features as the need arises. This project was chosen for a personal reason. I have repeated the same project in Turing and Java before, and making games is something I’ve been trying to do for a long time.

The main challenge of the project will be creating a easy to use editor interface, like paint.net, but for Tiles. The tile set will have to be organized and then catalogued for future use, and the finished product itself must be stored in a stable manner, so that upon changes to the tile set or tile order, there are no errors. Lastly, there may be an option to add customs tiles during the program or break up a larger image into unique tiles.