The map will be prepared in paint and decoded in python

1 pixel in paint is 40x40 game object in game

Only first Byte (red) determine which asset wil be printed

Description:

For tileset : .\Textures\jungle\_tileset

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lp. | Color R | G | B | Offset (X , Y) | | Name |
| Start Point | End Point |
| 1. | 0x00 0x00 0x00 |  |  | NULL |
| 2. | 0x76 0x01 0x76 | ( 30, 42 ) | (42 , 54 ) | Light ground |
| 3. | 0xEB 0x29 0x29 | ( 30, 30 ) | ( 42, 42 ) | Dark ground |
| 4. | 0x46 0xD6 0x36 | ( 30, 18 ) | ( 42, 30 ) | lawn |