# Game tool Spec – RottenMapEditor

RottenMapEditor is a general purpose, no tile-based Level Editor for 2d games of any genre that allows arbitrary placement of textures and other items in 2D space, user can directly backdrop images that they can translate, tint, rotate, scale, etc, in different parallax layers and camera zooming.

User can have several tilesets and can save/load the maps using XML files.

Custom Properties can be added to the items in order to represent game specific data between items.

RottenMapEditor is free software and is written in C# and XNA Game Studio 4.0. User need the XNA Framework and Microsoft .Net Framework to run it.