Tool Spec

What

It is a map editor for 2D platform games, it use C# programming language. The user interface of the map editor will be creating using a tool called Microsoft Blend.

The map editor output a XML file that could be loading in any games. Images and sprites will be stored in a file with named Sprites.

The map editor supports the drag-drop system that allowed user to just drop the sprites in the map.

User can draw some geometric lines in the map editor, like a rectangle or a circle, which can be used for detection of collision.