

map1.py

```
1 # a simple program to draw a grid of rooms without connections
2 # the title of the window is the number of rooms
3
4 import tkinter as tk
5 import json
6
7 # Load room data uncomment as required
8 #datafile = "star_wars.json"
9 #datafile = "game_data.json"
10 #datafile = "game_data.json3"
11
12
13 with open(datafile) as f:
14     data = json.load(f)
15
16 rooms = data["rooms"]
17
18 root = tk.Tk()
19 root.title(str(len(rooms)) + " Rooms")
20
21 # width and height of window
22 w = 1200
23 h = 800
24
25 canvas = tk.Canvas(root, width=w, height=h, bg="white")
26 canvas.pack()
27
28 #draw the room - a blue box
29 # the colour default is lightblue
30 def draw_room( name, x, y, colour="lightblue"):
31     canvas.create_rectangle(x, y, x+stepx, y+stepy, fill=colour)
32     canvas.create_text(x+50, y+25, text=name)
33
34
35 # Place rooms in a grid-like layout
36 startx = 50
37 starty = 50
38
39 x, y = startx, starty
40 stepx = 100
41 stepy = 50
42
43 for i, name in enumerate(rooms):
44     draw_room(name, x,y,colour="lightblue")
45     x += 150
46     if x >= w - 100:
47         x = startx
48         y += stepy * 2
49
50 root.mainloop()
51
```