map1.py

```python
 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, font=("Arial", 8), justify="center")
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 += (stepx * 1.1)
46      if x >= w - 100:
47          x = startx
48          y += stepy * 2
49
50  root.mainloop()
51
```