

map1.py

```
1 import tkinter as tk
2 import json
3
4 # Load room data
5 with open("game_data.json") as f:
6     data = json.load(f)
7
8 rooms = data["rooms"]
9
10 root = tk.Tk()
11 canvas = tk.Canvas(root, width=800, height=600, bg="white")
12 canvas.pack()
13
14 # Place rooms in a grid-like layout
15 x, y = 100, 100
16 for i, name in enumerate(rooms):
17     canvas.create_rectangle(x, y, x+100, y+50, fill="lightblue")
18     canvas.create_text(x+50, y+25, text=name)
19     x += 150
20     if x > 600:
21         x = 100
22         y += 100
23
24 root.mainloop()
25
```