**Map Object Types:**

Door – For adding doors throughout the level that can be unlocked or locked and can trigger events.

Chest – For adding chests throughout the level that contain items or nothing and can trigger events.

**How To Examples:**

{"Type": "Chest", "TileChange": " *tile change name* ", "location": {"x": X Coord, "y": Y Coord}, "Contents": {"item": "item name", "amount": number of item}, "sfx": "sfx name", "Event": "event name", "Completion\_Flag": “flag name”}}

{"Type": "Door", "TileChange": "*tile change name*", "location": {"x": X Coord, "y": Y Coord}, "layer": layer position number, "Locked": true or false, "Key": {"type": "item or event", "key\_item or trigger flag": "event or item name"}, "sfx": "sfx to play", "Event": "event name", "Completion\_Flag": “flag name”}

- For a chest that contains *nothing* simply write “nothing” and exclude the “amount” parameter.

- The Event parameter is optional for any Map Object.

- To have no Completion Flag simply write “0” without the parenthesis.