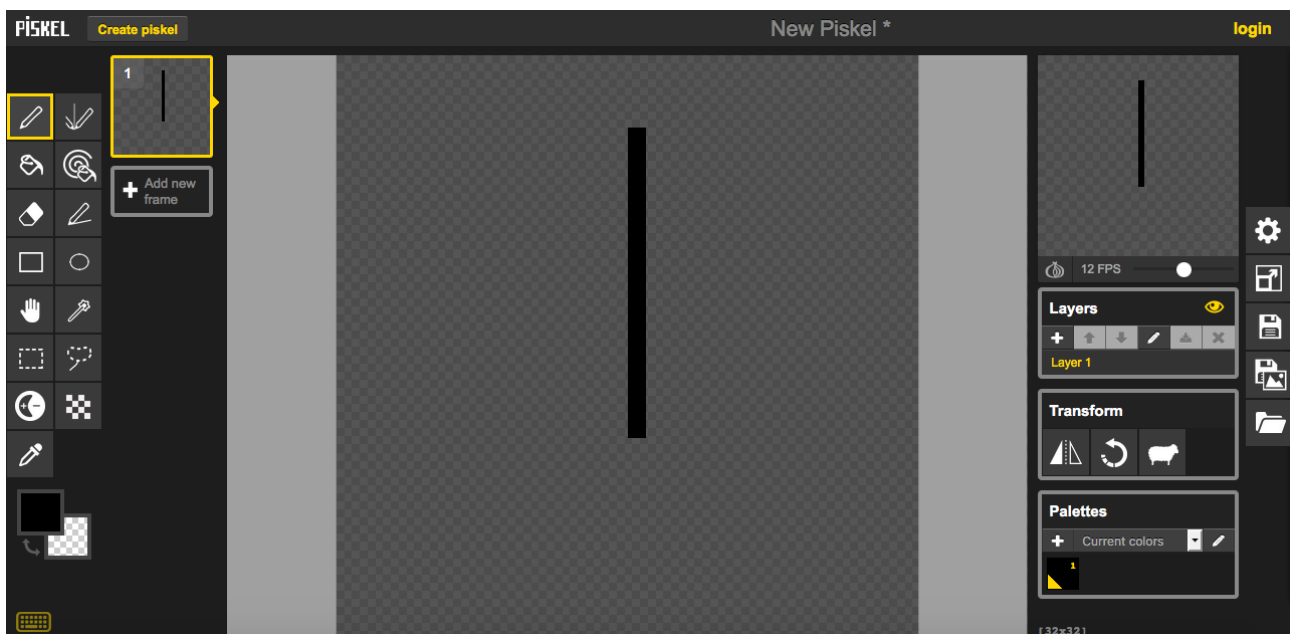


Lab Sheet Week07

Create your game environment. Sample files to create a basic game environment is on Moodle. File “Index.php” is a game environment in CSV, File “Index2.php” is a game environment in JSON and File “Index3.php” is a multilayer game environment. The TMX file is Tiled file.

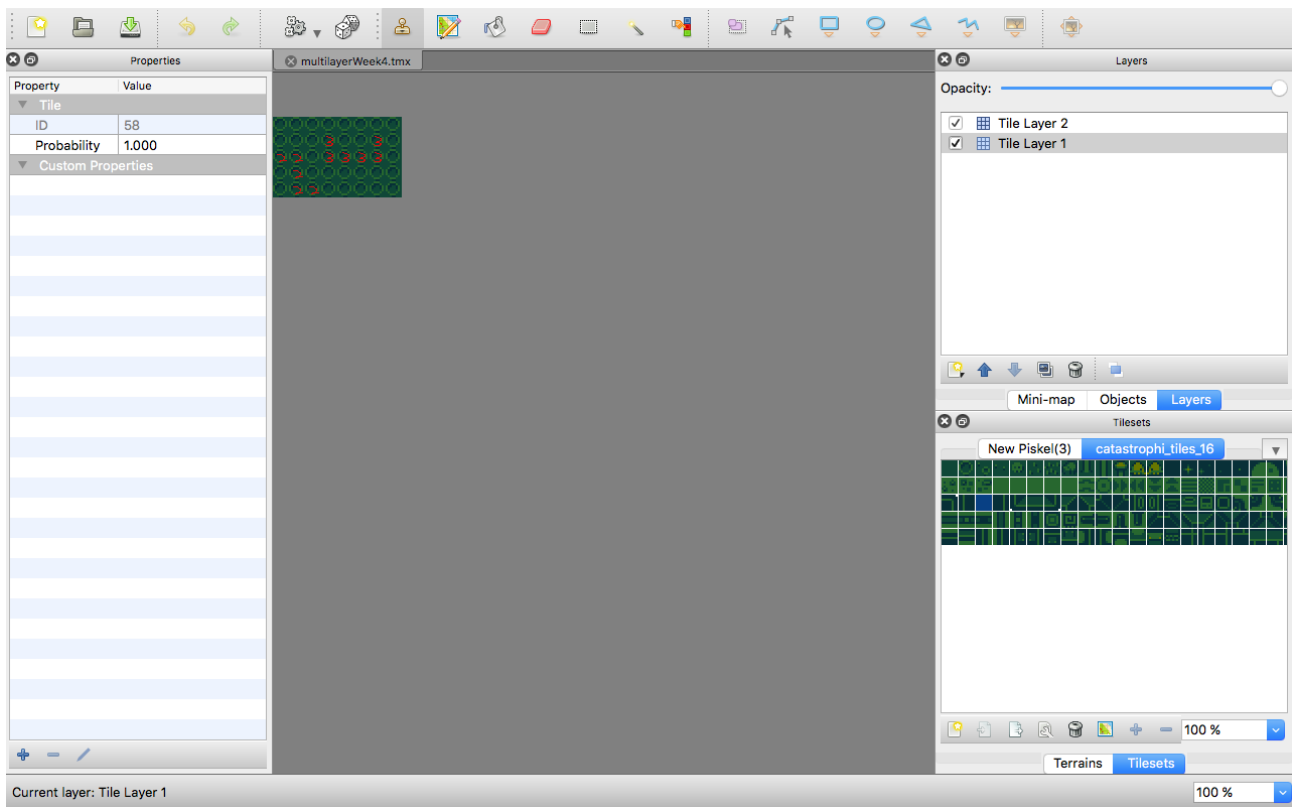
Task 1: Create tilesets by using Piskel

Piskel is an online tool to create spritesheet which is also can be used as a tileset (<http://www.piskelapp.com/>). Piskel as a GUI where you can add frame, draw your sprites and save each frame as individual files or as a spritesheet / tileset file. Create elements of your game environment in Piskel and export it as a spritesheet



Task 2: Create game environment using Tiled

1. First, add tilesets by clicking “+” on the “Tilesets” window
2. Choose the tiles you would like to use for your game environment from the tileset window and draw it to the tilemap window
3. If you need to create a multilayer tilemap, add more layer by clicking “+” on the “Tile Layer” window and you can choose which tiles you want to use on the particular layer.
4. Export the game environment (CSV or JSON)



Note: Game environment is not strictly on using CSV and JSON. You can mix it with native shape drawing (rectangle, circle, etc) and external images.