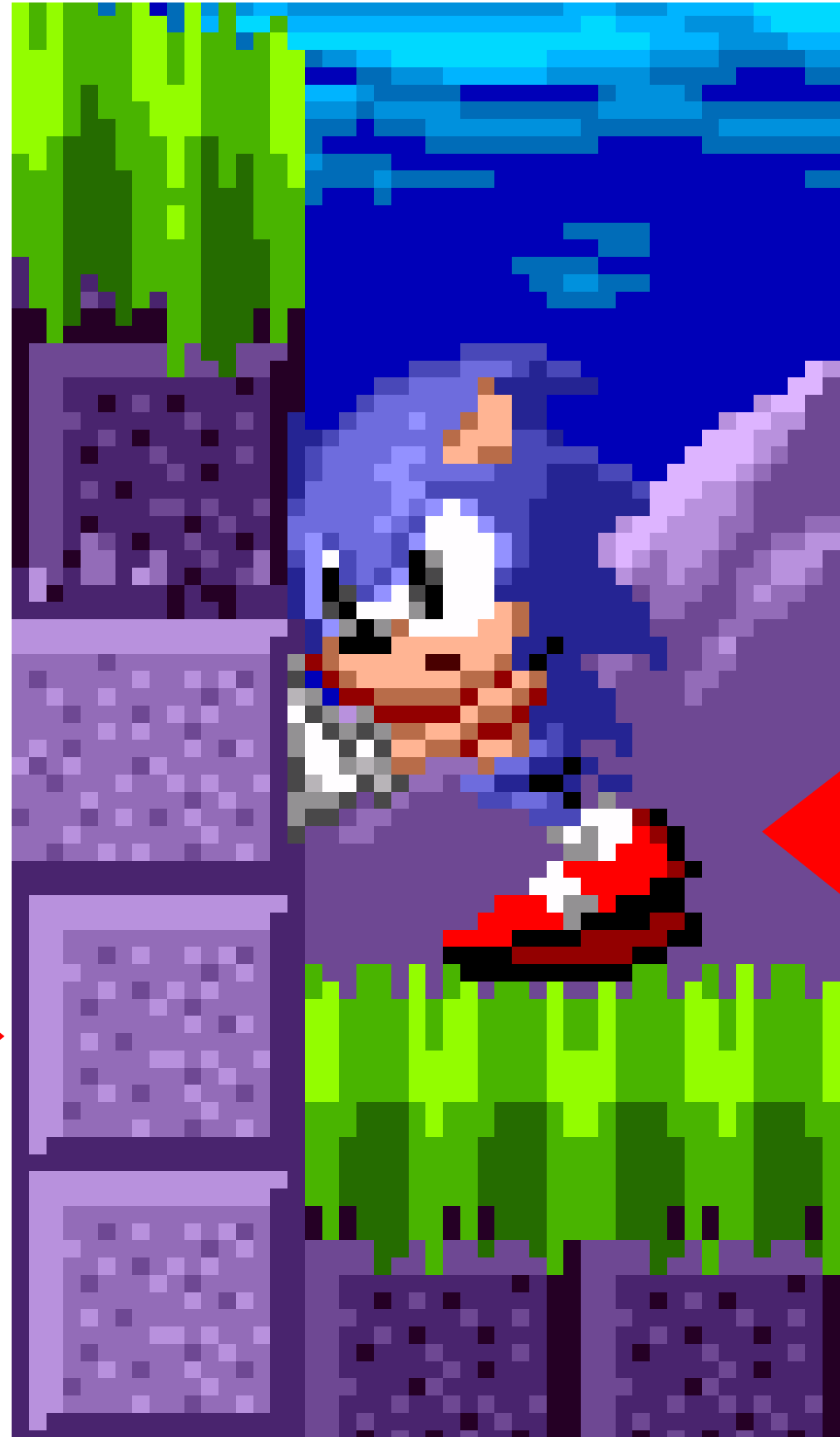
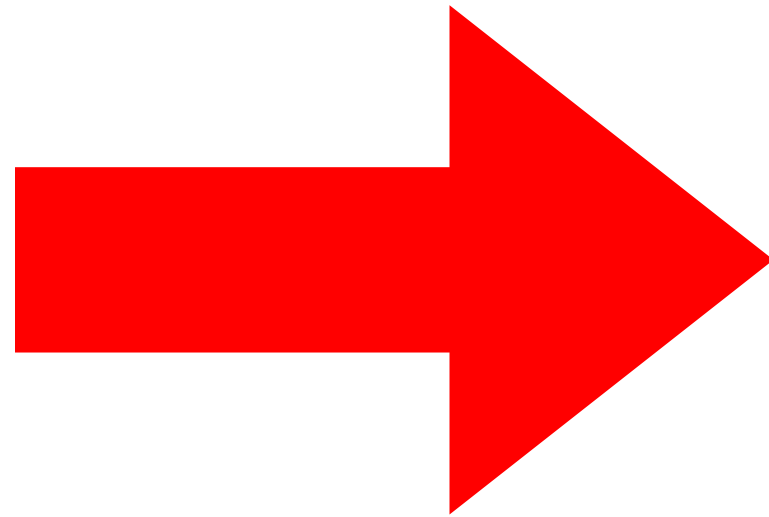


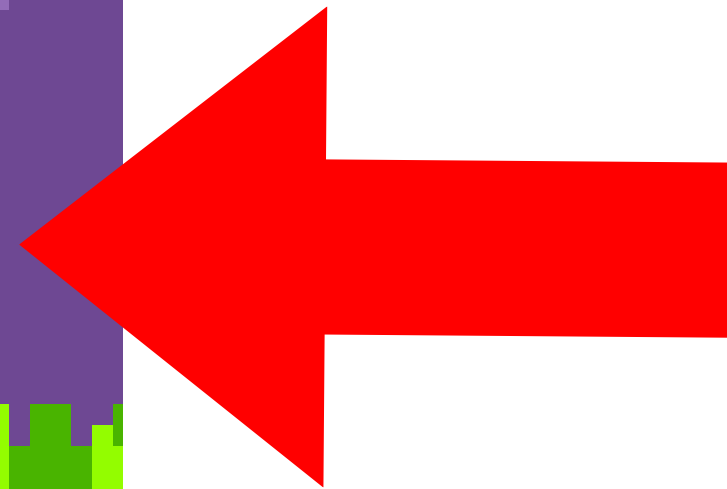
Ground Tiles:

Have colliders,
you can walk on
them, or they
can be a wall



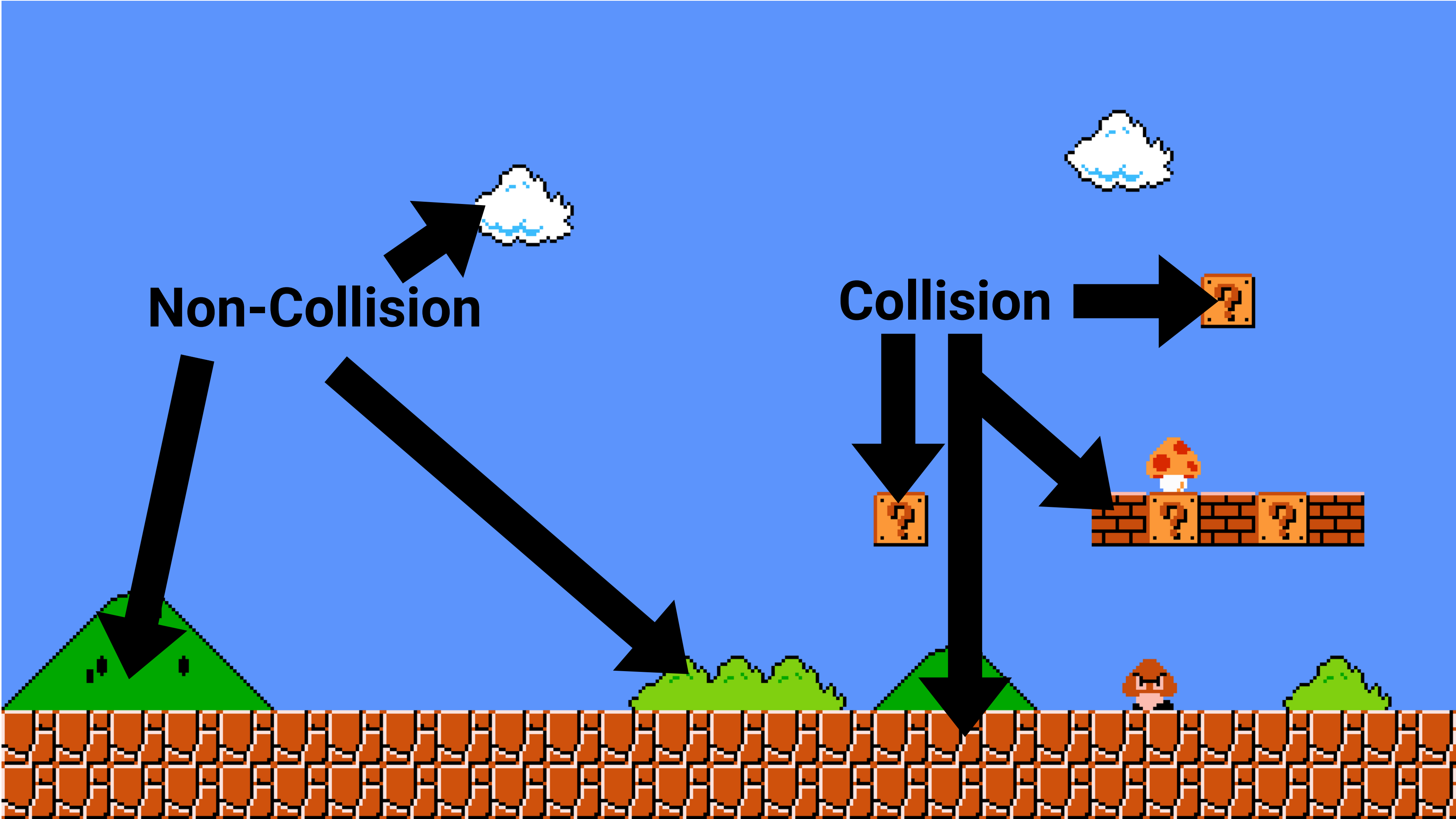
Background Tiles-

Don't have colliders,
you can walk over them,
can be a sky or grass



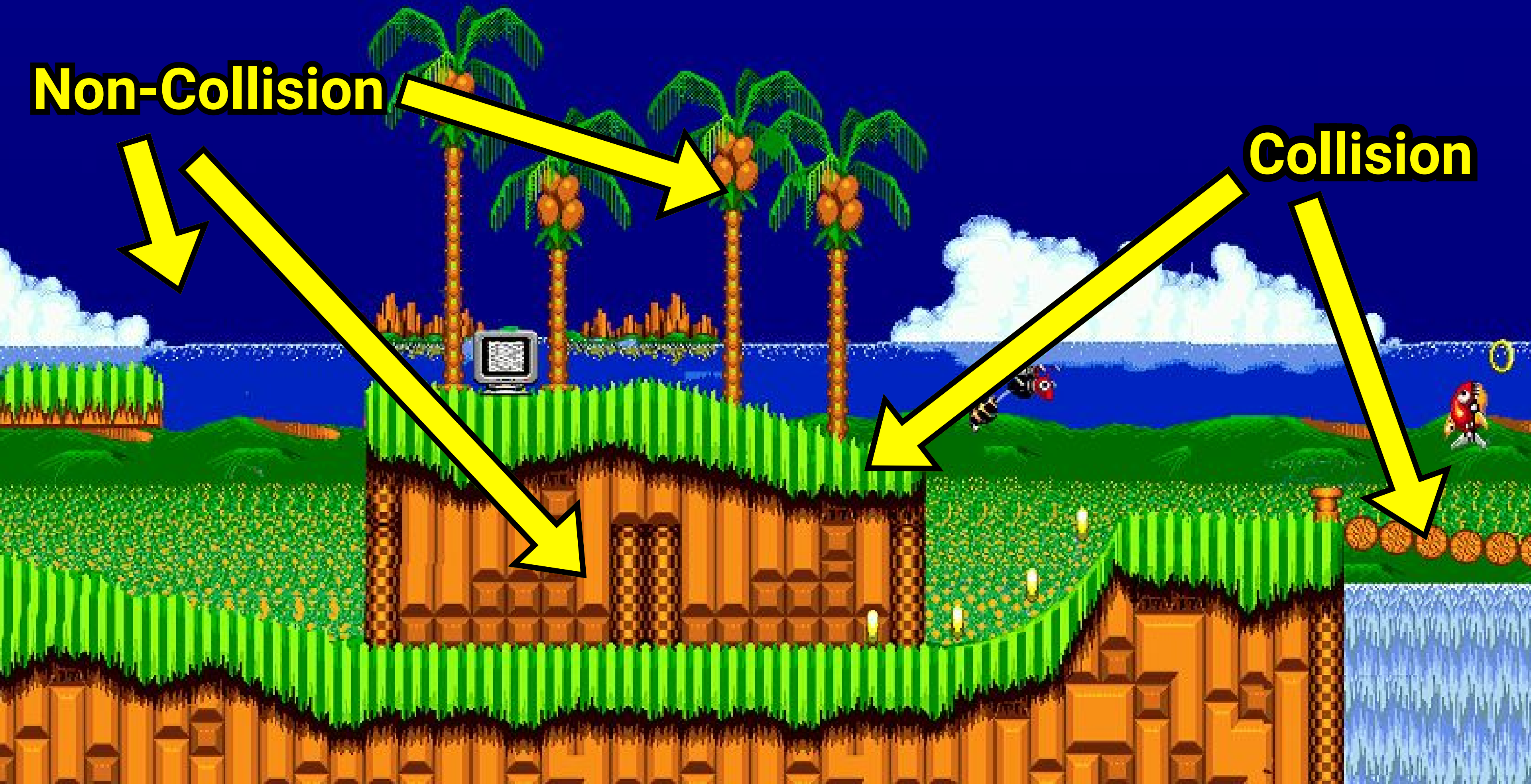
Non-Collision

Collision



Non-Collision

Collision



Ground Tile Ideas

Grass:

Lush, green surfaces

- ☐ Fields ☐ Meadows
- ☐ Parks ☐ Lawns
- ☐ Pastures ☐ Gardens
- ☐ Savannas ☐ Hillsides
- ☐ Backyards ☐ Farms
- ☐ Golf Courses ☐ Glades

Wooden

Brown, plank-like surfaces

- ☐ Decks ☐ Bridges
- ☐ Cabin Floors
- ☐ Boardwalks ☐ Piers
- ☐ Docks ☐ Barn Floors
- ☐ Taverns ☐ Forts
- ☐ Docks
- ☐ Dungeon floors
- ☐ Patios

Dirt:

Earthy, brown tiles

- ☐ Mountain paths
- ☐ Forests floors
- ☐ Deserts ☐ Caves
- ☐ Construction Sites
- ☐ Roads ☐ Planting Soil
- ☐ Battlefields
- ☐ Campsites
- ☐ Archaeological Sites
- ☐ Mining Sites

Metal

Shiny, reflective surfaces

- ☐ Futuristic floors
- ☐ Industrial floors
- ☐ Military Bases
- ☐ Space Stations
- ☐ Mining Facilities
- ☐ Power Plants
- ☐ Aliens Bases
- ☐ Factories
- ☐ Control Rooms
- ☐ Hangars ☐ Rooftops

Sand:

Light-colored, grainy tiles

- ☐ Deserts ☐ Beaches
- ☐ Oasis ☐ Sand Dunes
- ☐ Archaeological Dig Sites
- ☐ Playgrounds
- ☐ Volleyball Courts
- ☐ Sandbars
- ☐ Dune Fields
- ☐ Ancient Ruins

Lava

Bright, glowing tiles

- ☐ Volcanic Craters
- ☐ Volcanic Mountains
- ☐ Volcanic Islands
- ☐ Magma Fields
- ☐ Fire Caverns
- ☐ Destruction Zones
- ☐ Flame Zones
- ☐ Post-apocalyptic terrains
- ☐ Meteor Impact Sites
- ☐ Dangerous mining areas
- ☐ Fire Pits

Stone:

Hard, rocky surfaces

- ☐ Mountains
- ☐ Dungeons ☐ Castles
- ☐ Courtyards
- ☐ Fortresses ☐ Mines
- ☐ Stone-built bridges
- ☐ Underground labyrinths
- ☐ Medieval or old towns
- ☐ Rocky paths
- ☐ Stone-built towers
- ☐ Stone pathways
- ☐ Graveyards
- ☐ Amphitheaters
- ☐ Stone-paved roads

Snow:

White, icy surfaces

- ☐ Snowy Fields
- ☐ Winter Villages
- ☐ Snowy Plains
- ☐ Ice Cliffs ☐ Ice Caves
- ☐ Frosty woods
- ☐ Frozen Lakes
- ☐ Frozen Lakes
- ☐ Ski Resorts

Concrete

Grey, solid surfaces

- ☐ Urban Streets
- ☐ Parking Lots
- ☐ Industrial Zones
- ☐ Roadways & Highways
- ☐ Airport Runways
- ☐ Skate Parks ☐ Tunnels
- ☐ Military Bases
- ☐ Construction Sites

Object Tile Ideas

☐ Trees ☐ Rocks ☐ Bushes ☐ Buildings ☐ Doors ☐ Windows ☐ Fences ☐ Crates
☐ Barrels ☐ Benches ☐ Monuments ☐ Vehicles ☐ Treasure Chests ☐ Food

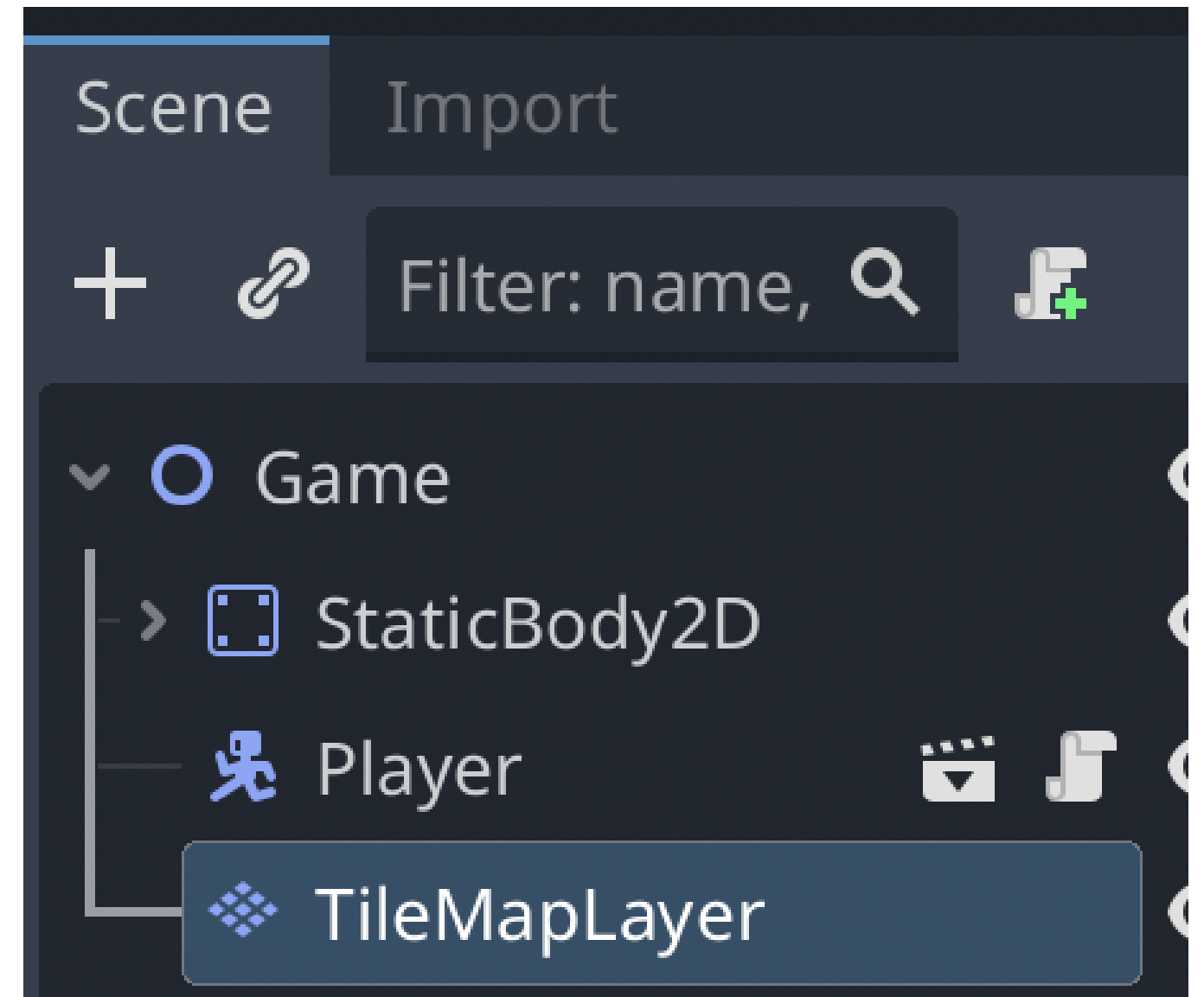
Background Tile Ideas

☐ Flowers ☐ Fences ☐ Statues ☐ Furniture ☐ Mosaic ☐ Flags ☐ Fountains
☐ Paintings ☐ Chandeliers

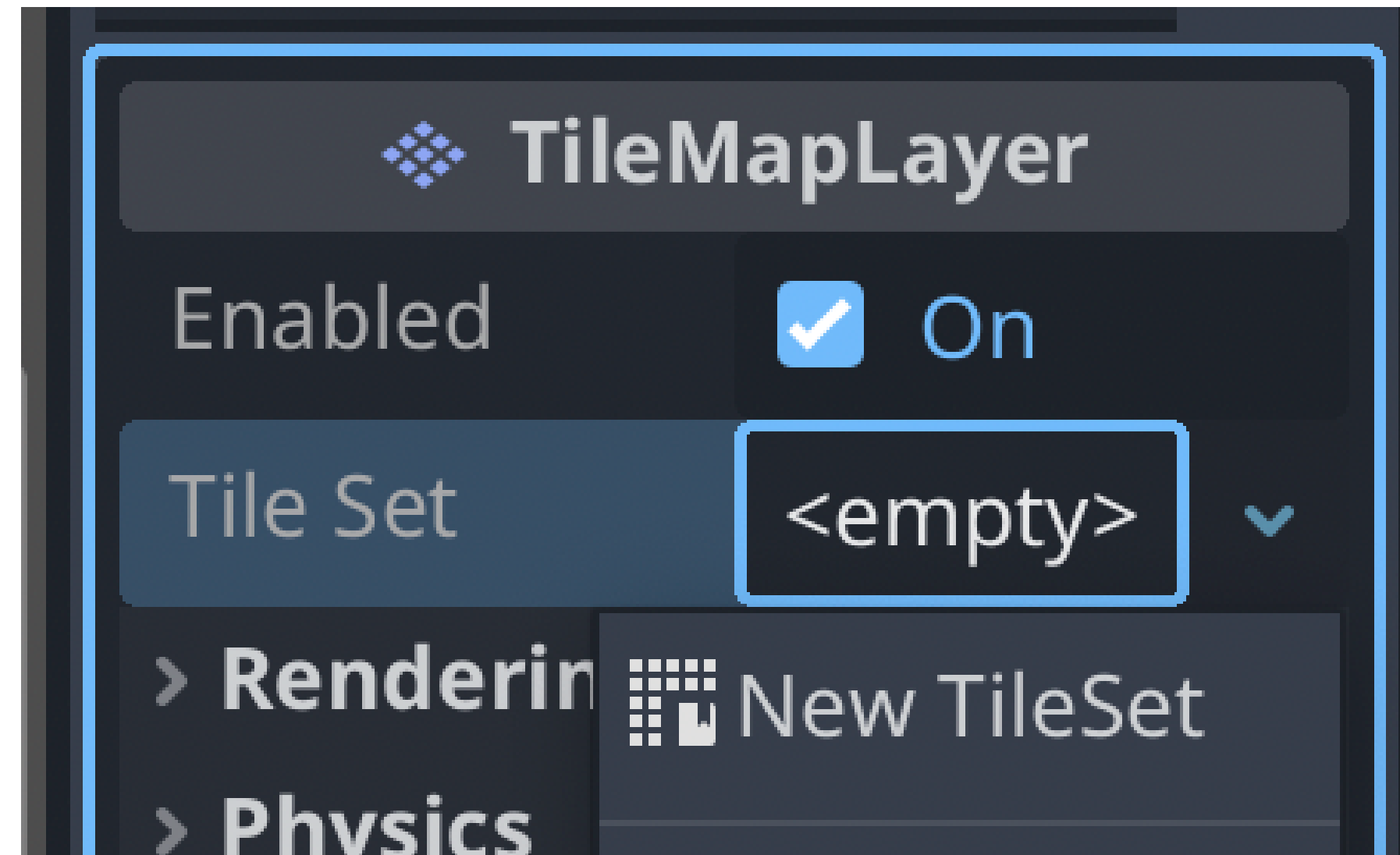
Create a TileMapLayer

Add a new CHILD NODE to the GAME

TILE MAP LAYER

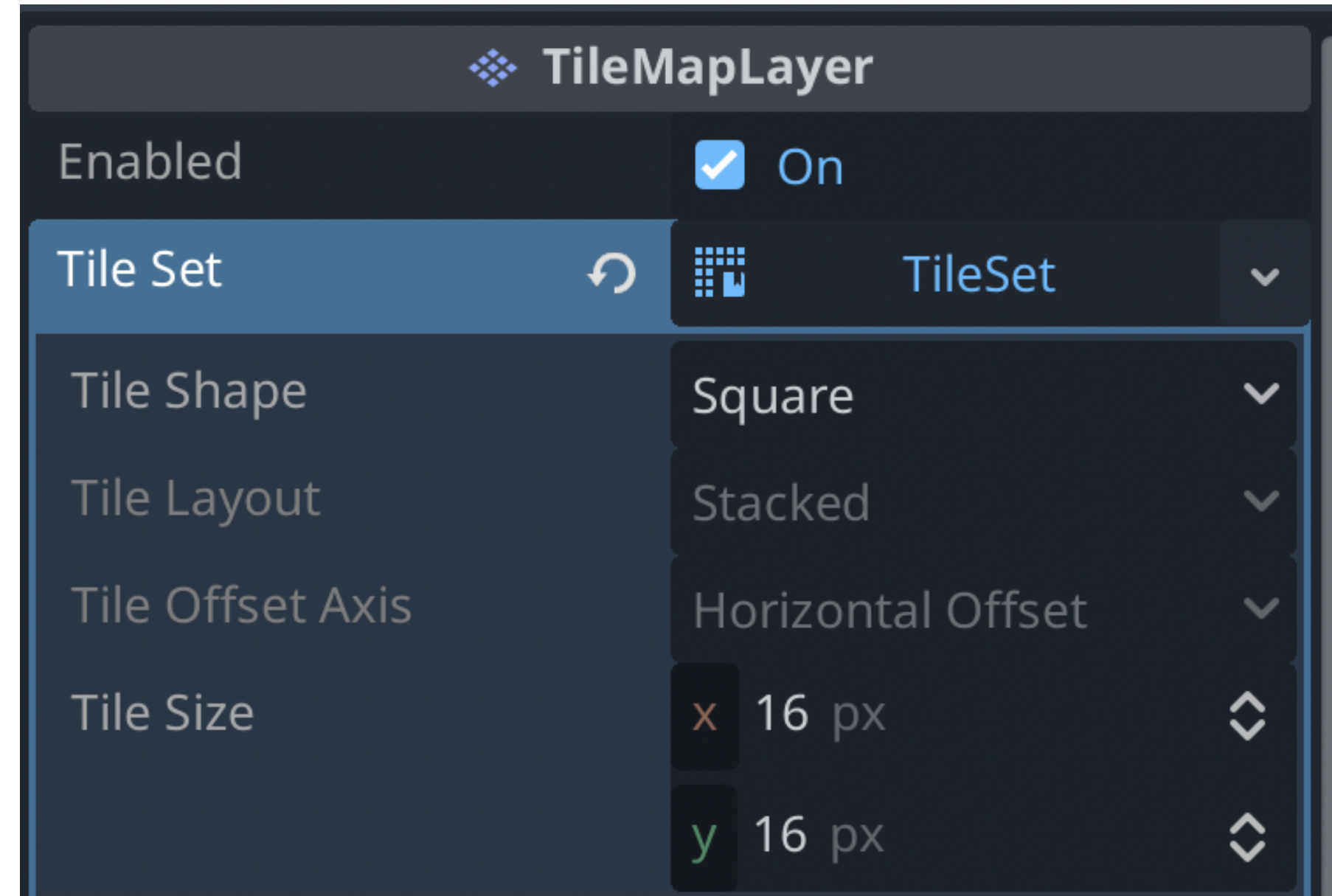


Click on TILE SET > and choose EMPTY
and then NEW TILE SET

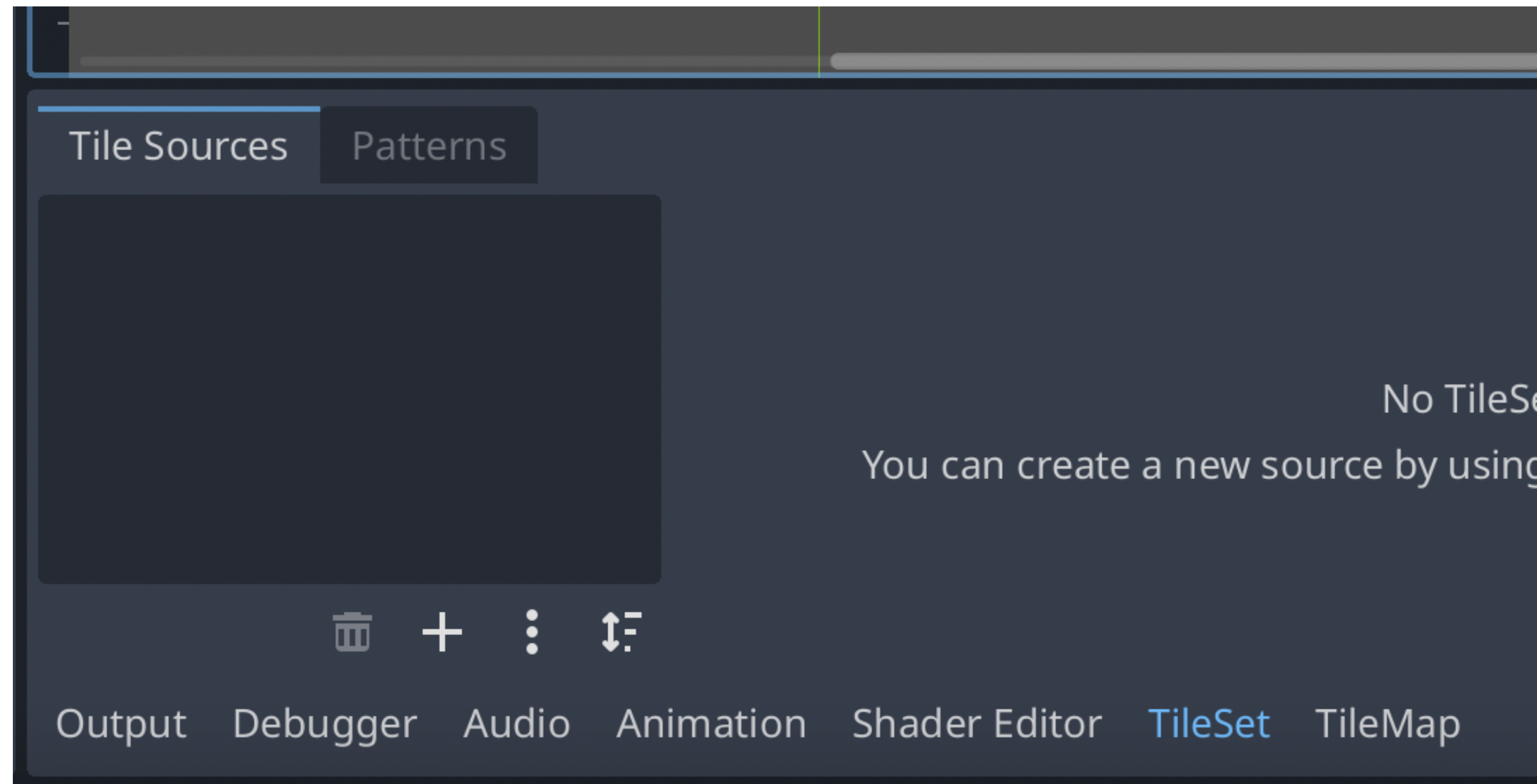


Click on TileSet again to expand the window
In our class example the Tiles have been set
to 72px by 72px

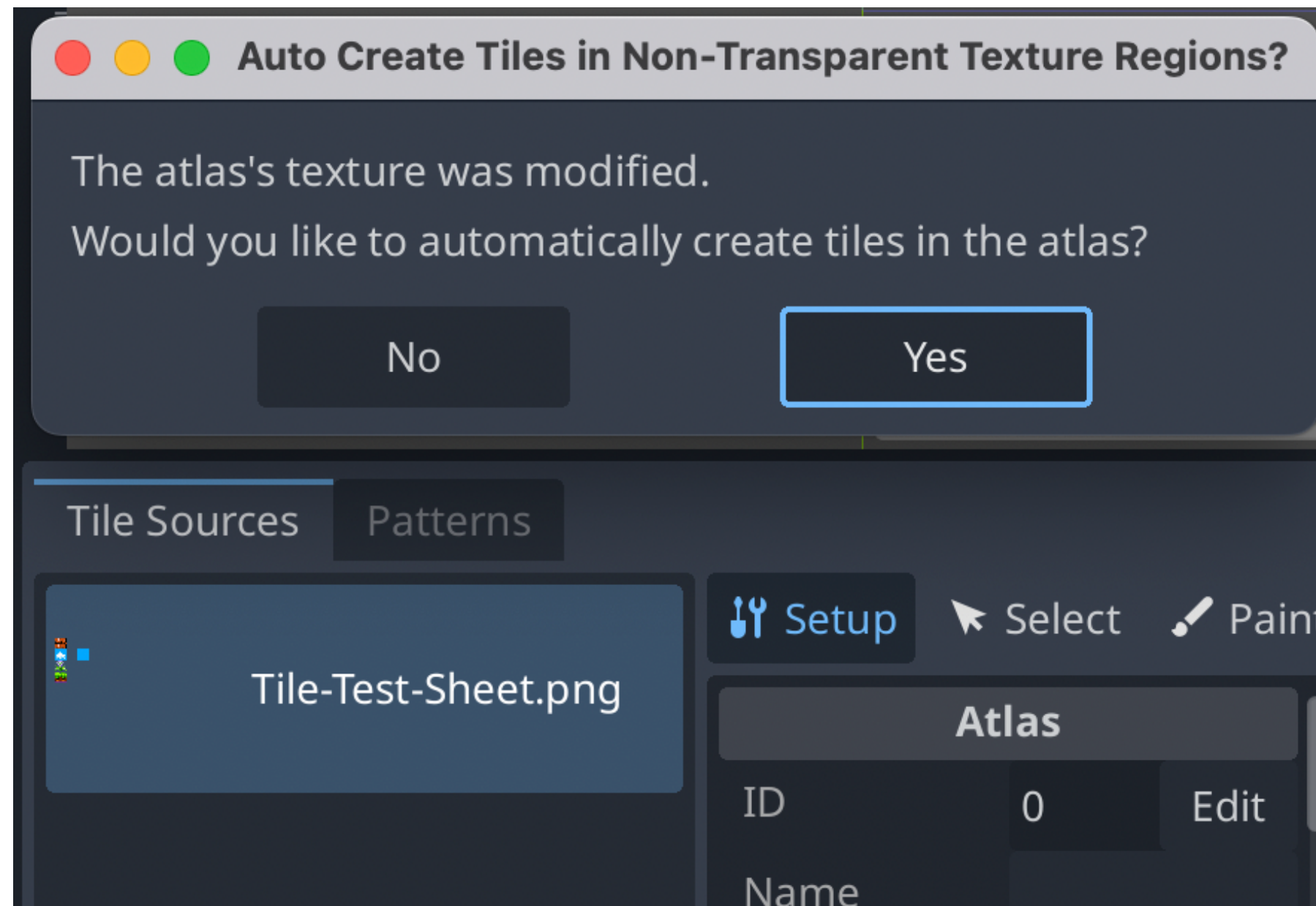
You can modify this as needed for your game.



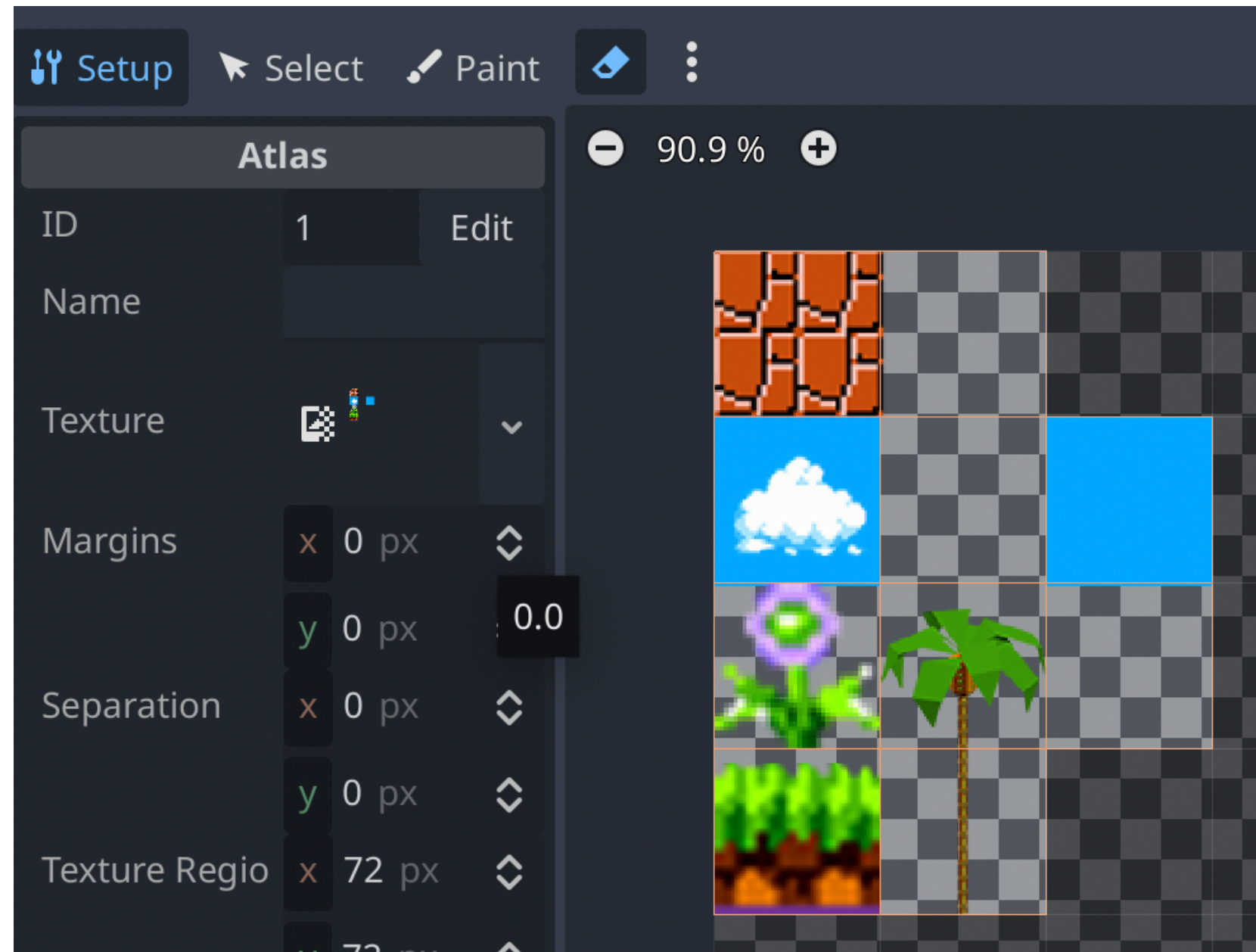
Load Sprites into the TileSet



Click on TileSet tab on the BOTTOM of your screen. This is where we will load our image.



Drag the Tile Sheet into the box and press yes.



The tiles will be automatically cut.

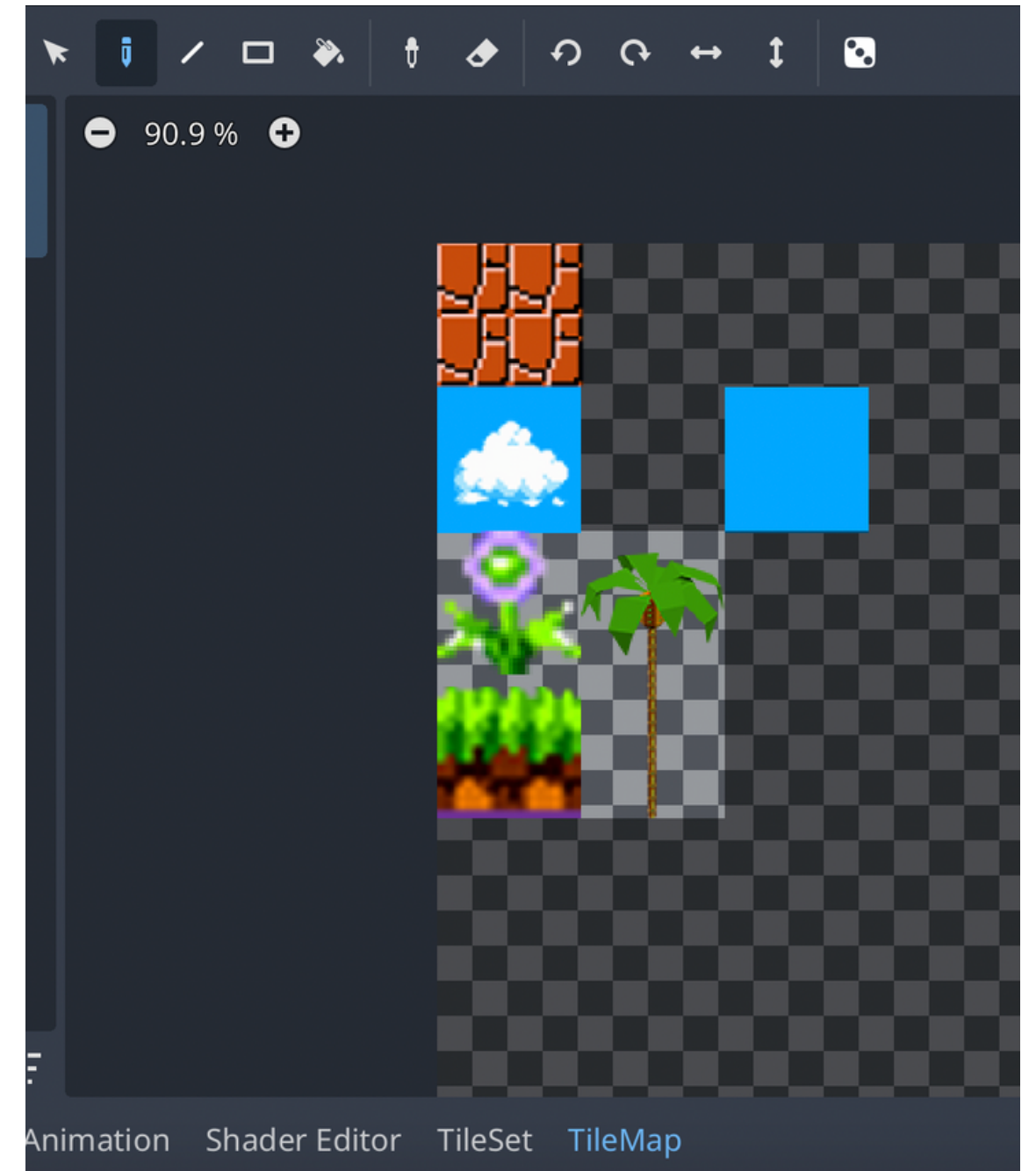
If you need to remove empty tiles use the ERASER.

You can hold SHIFT to drag/group multiple tiles together

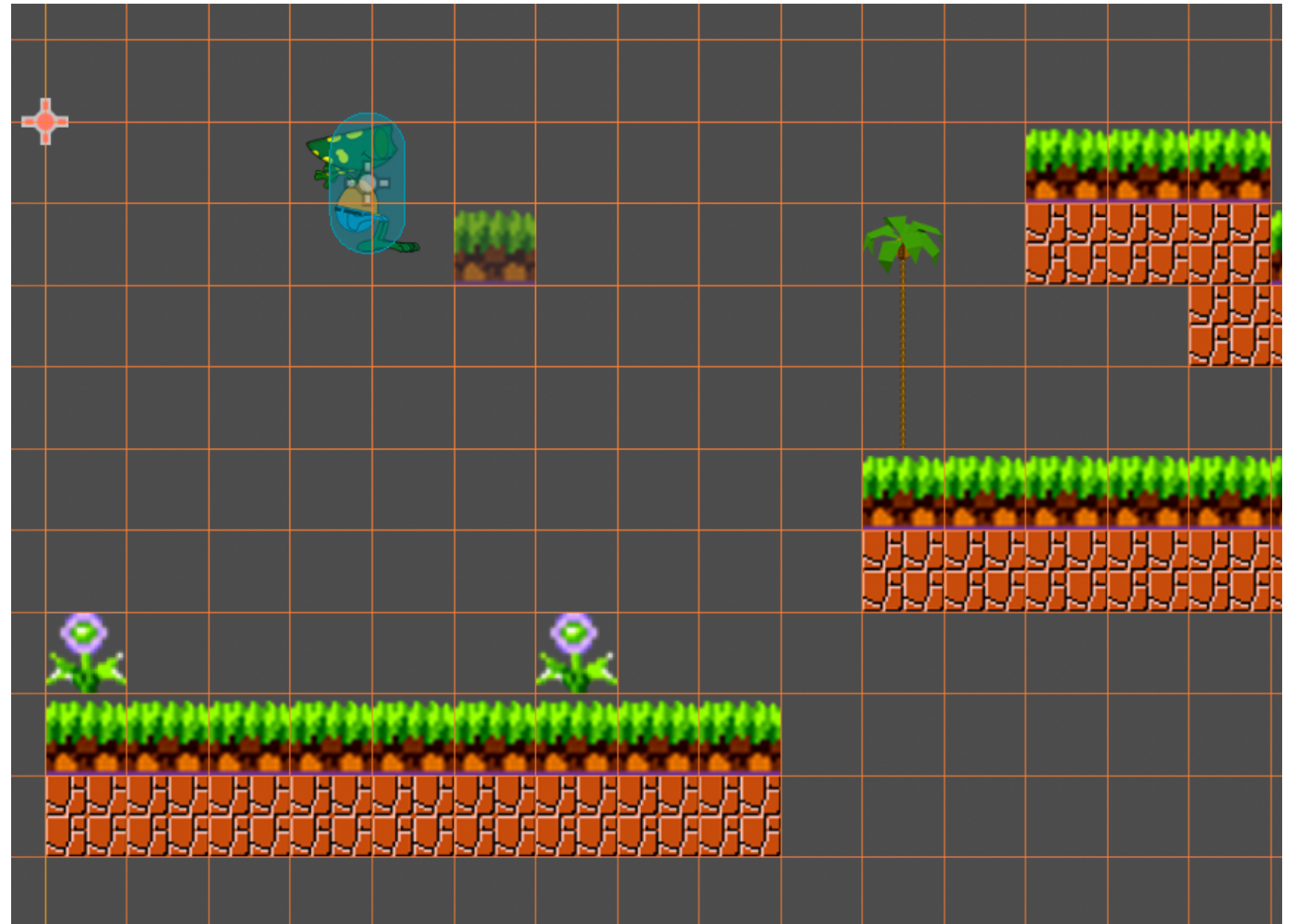
Use TileMap to quickly add your tiles

We can now press the TILEMAP button to paint the tiles!

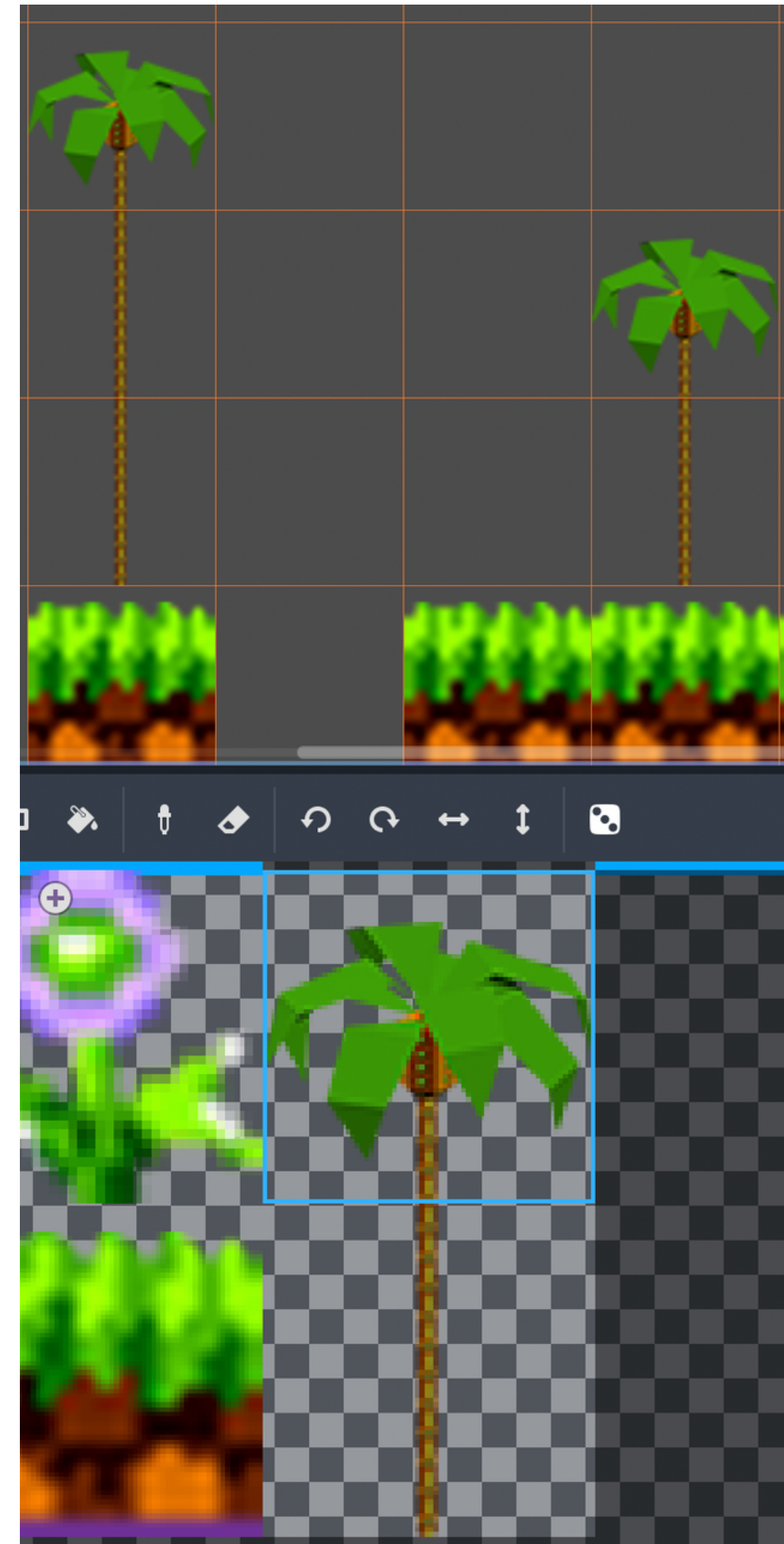
Make sure the blue PAINT icon is on and that the SELECT tool is on in the top control menu



You can now paint and drag the tiles!
Right-click to remove the tile.

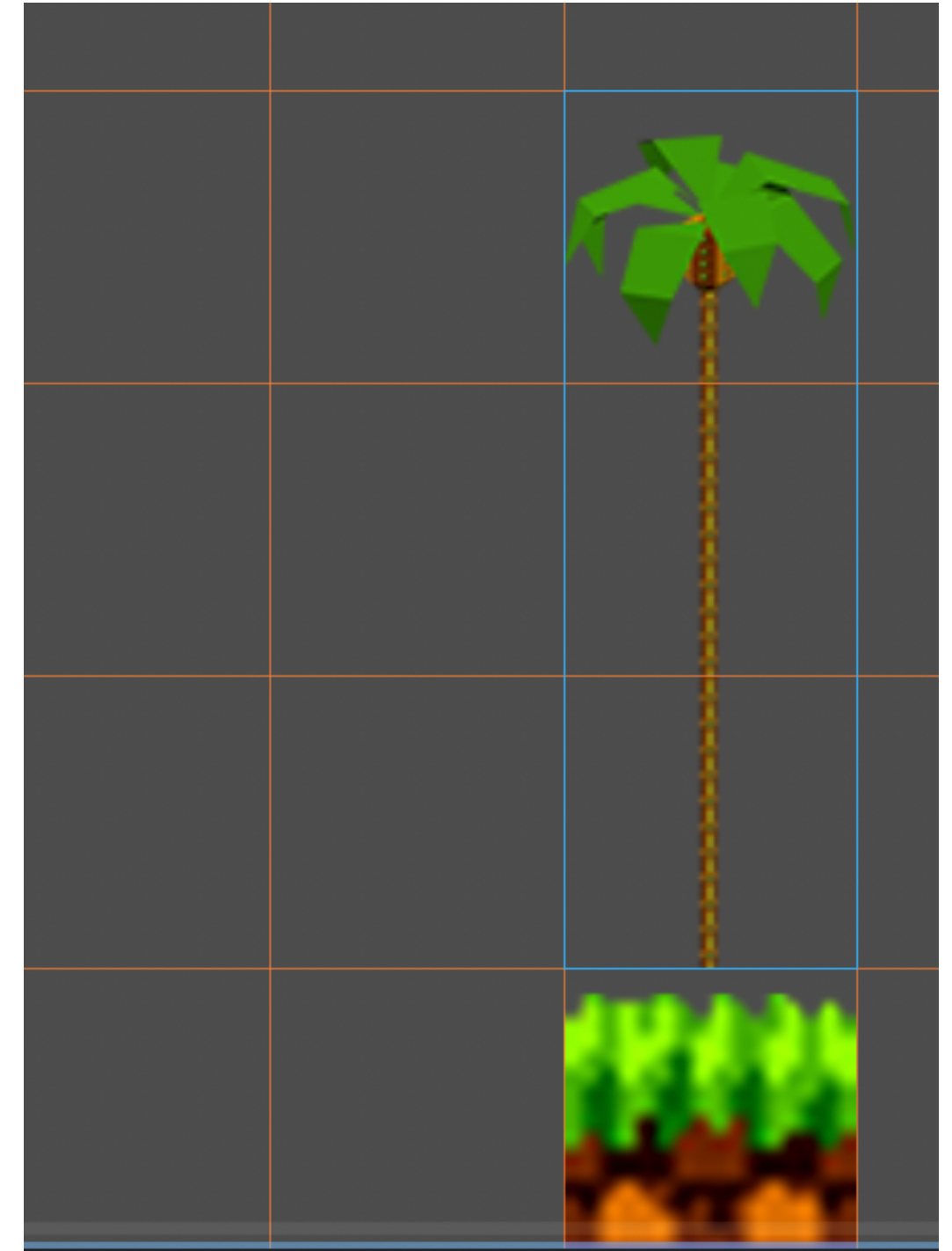


Tiles can be reused as you need.
For example, the tree trunk could be used
to make tall trees or small trees.





Switch to the SELECT tool in the TileMap window to select, and move objects.

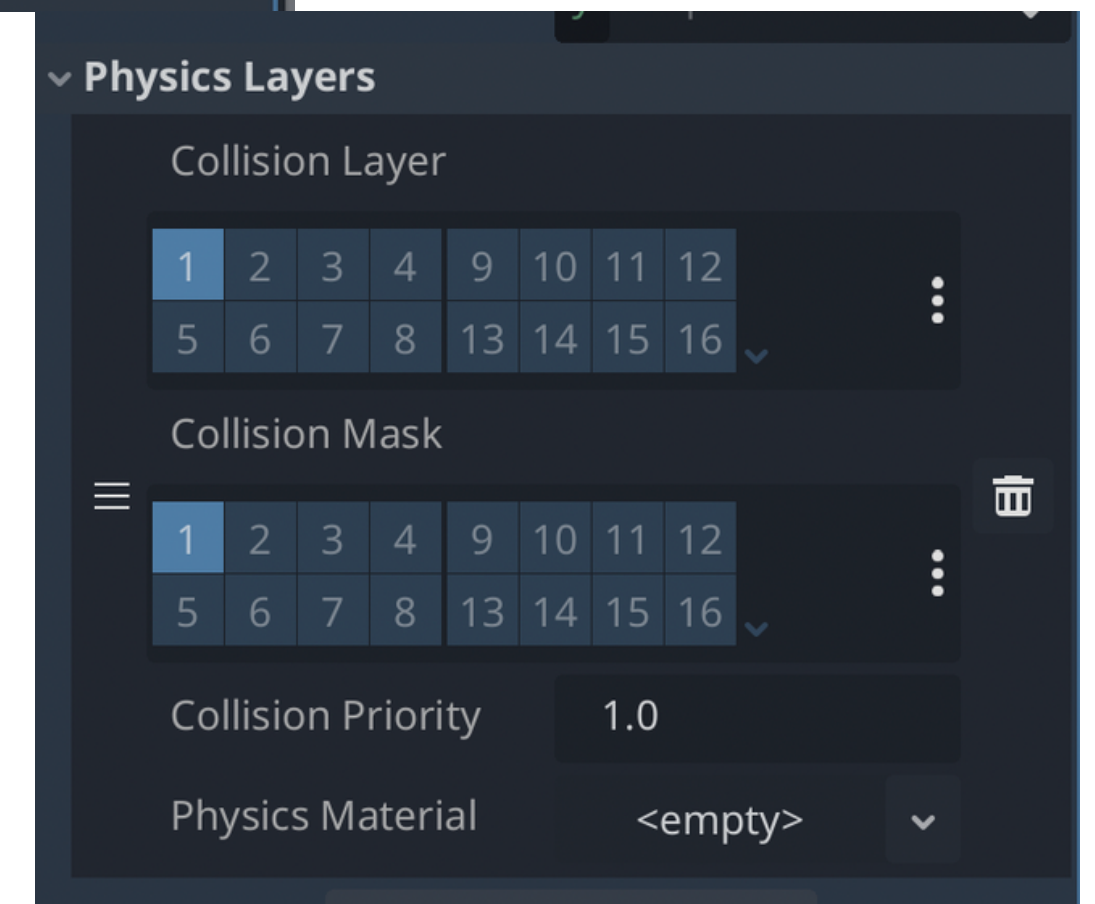
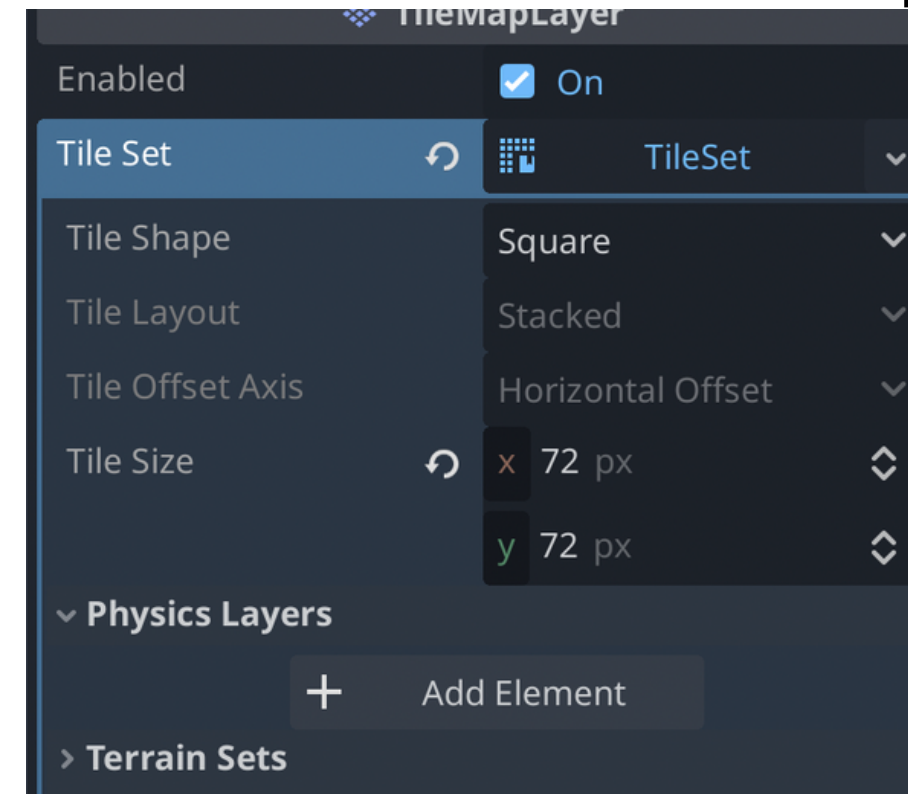


Turn the tiles into Collision Shapes

Click on the TileSet on the right side of the screen.

We will do this to add the PHYSICS and COLLISION

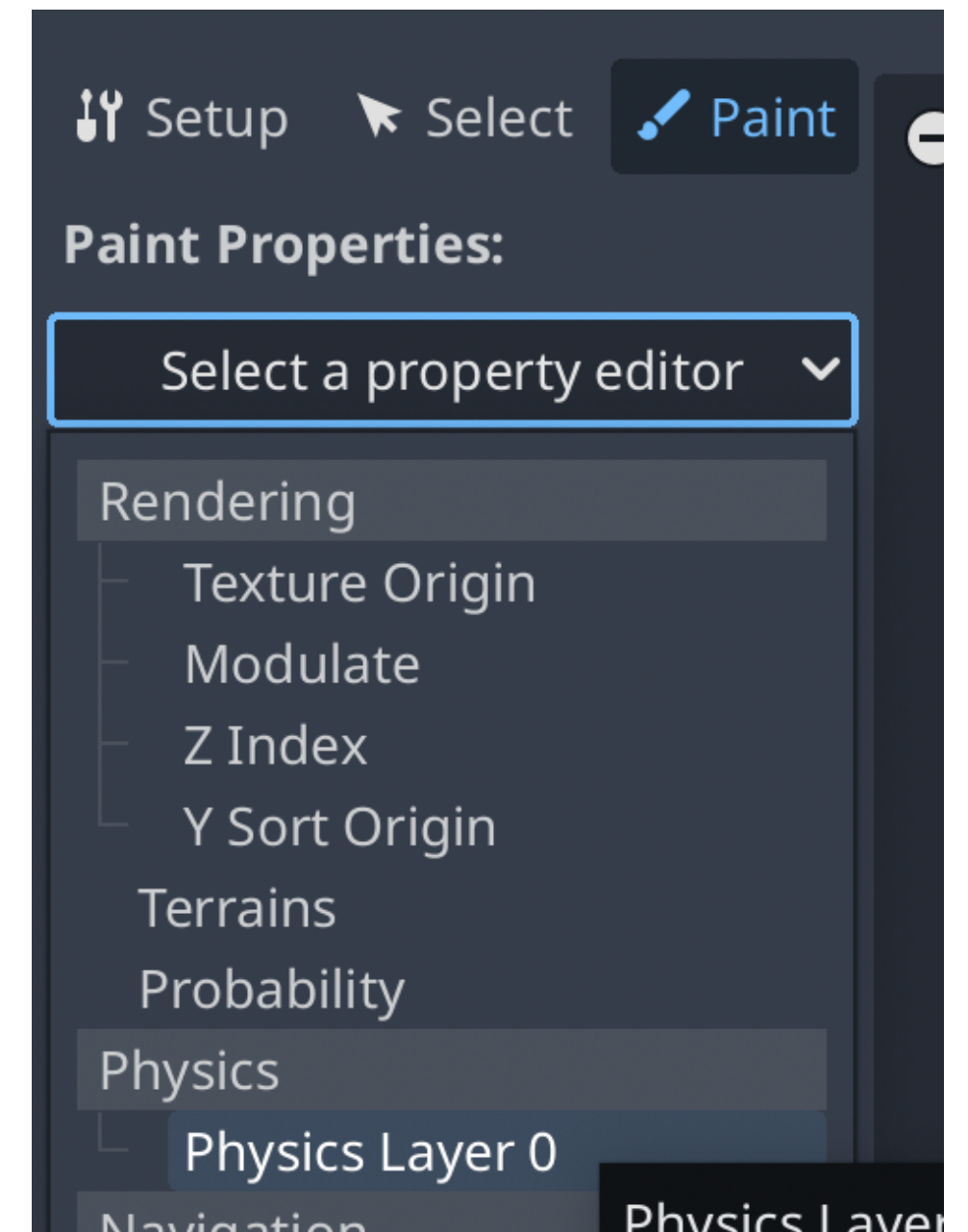
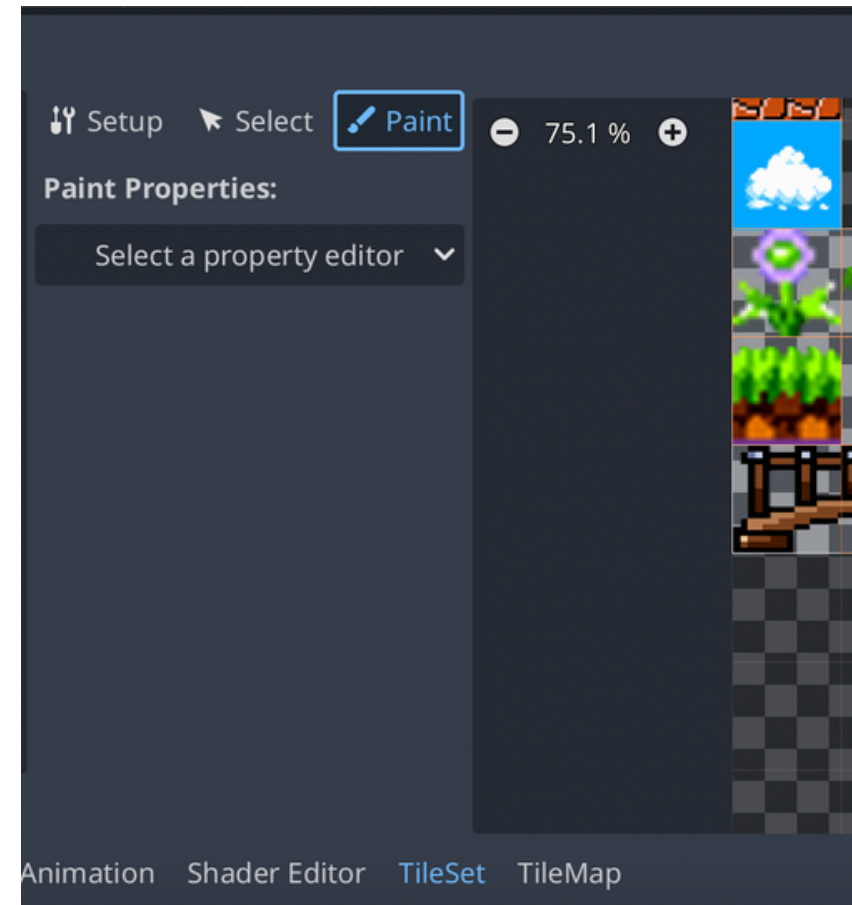
Open Physics Layers and press the +Add Element button



Go back to the bottom of the screen and choose TileSet.

Now click on PAINT and choose from the PAINT PROPERTIES option

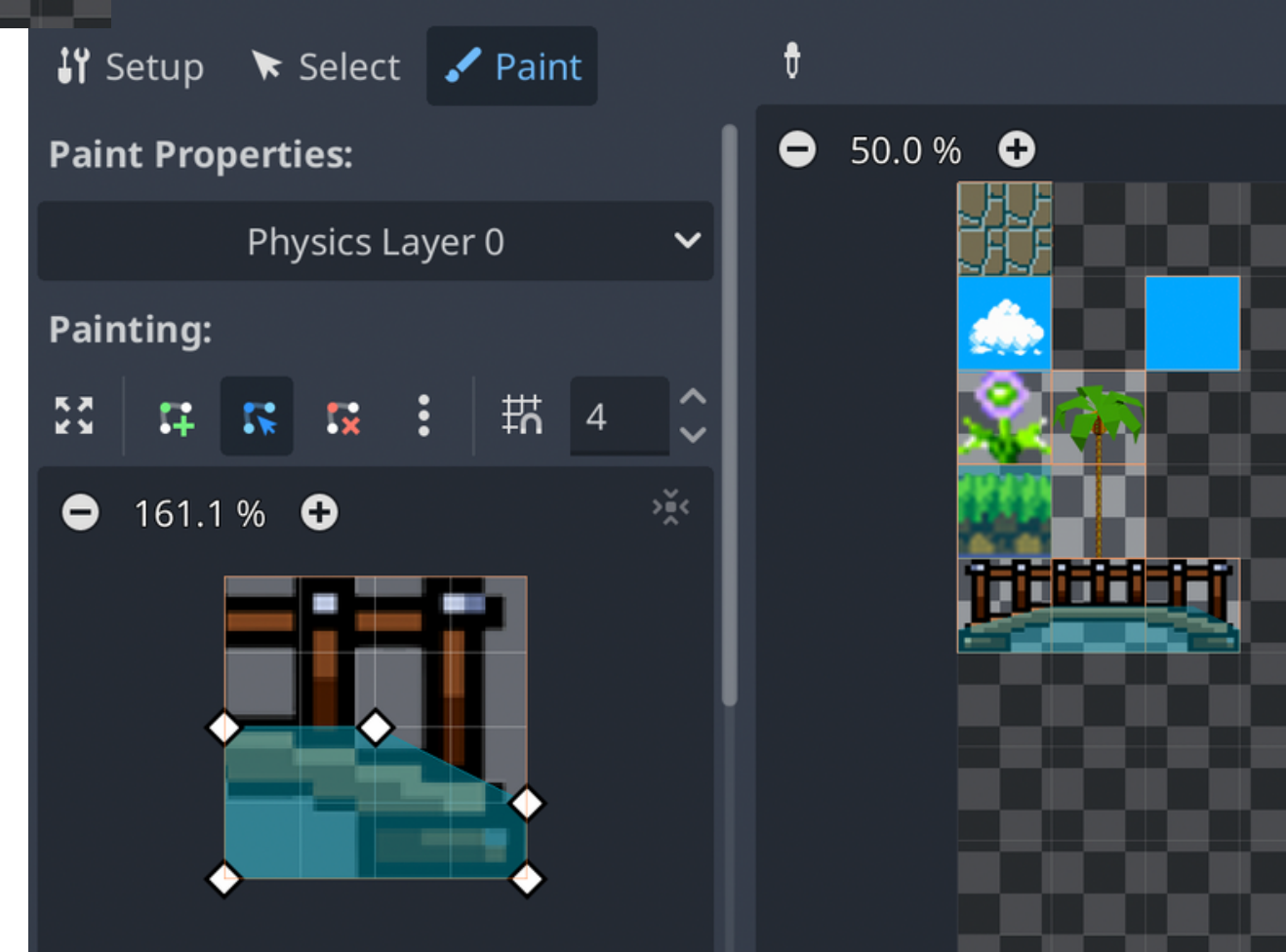
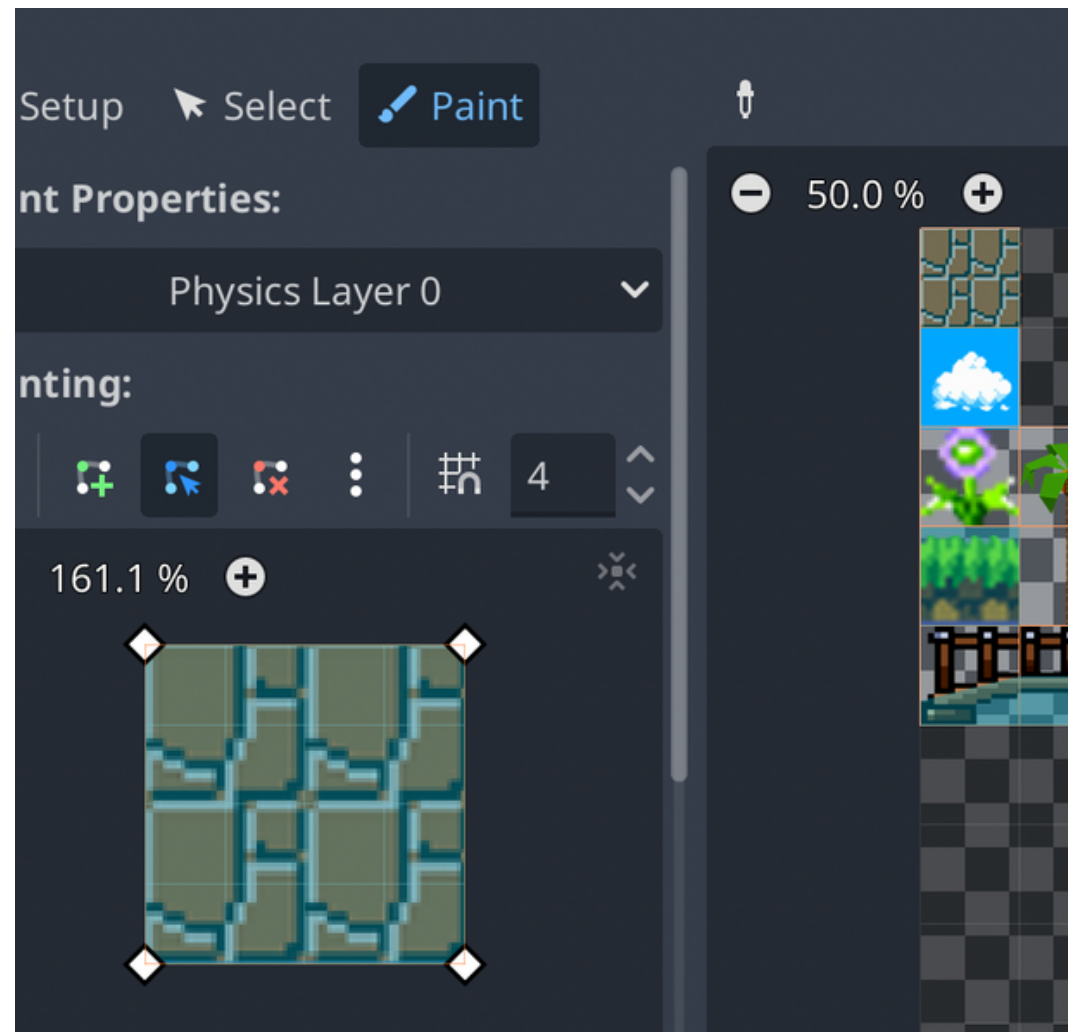
Choose the Physics Layer we just created called Physics Layer 0



Paint the tiles you want to collide on.

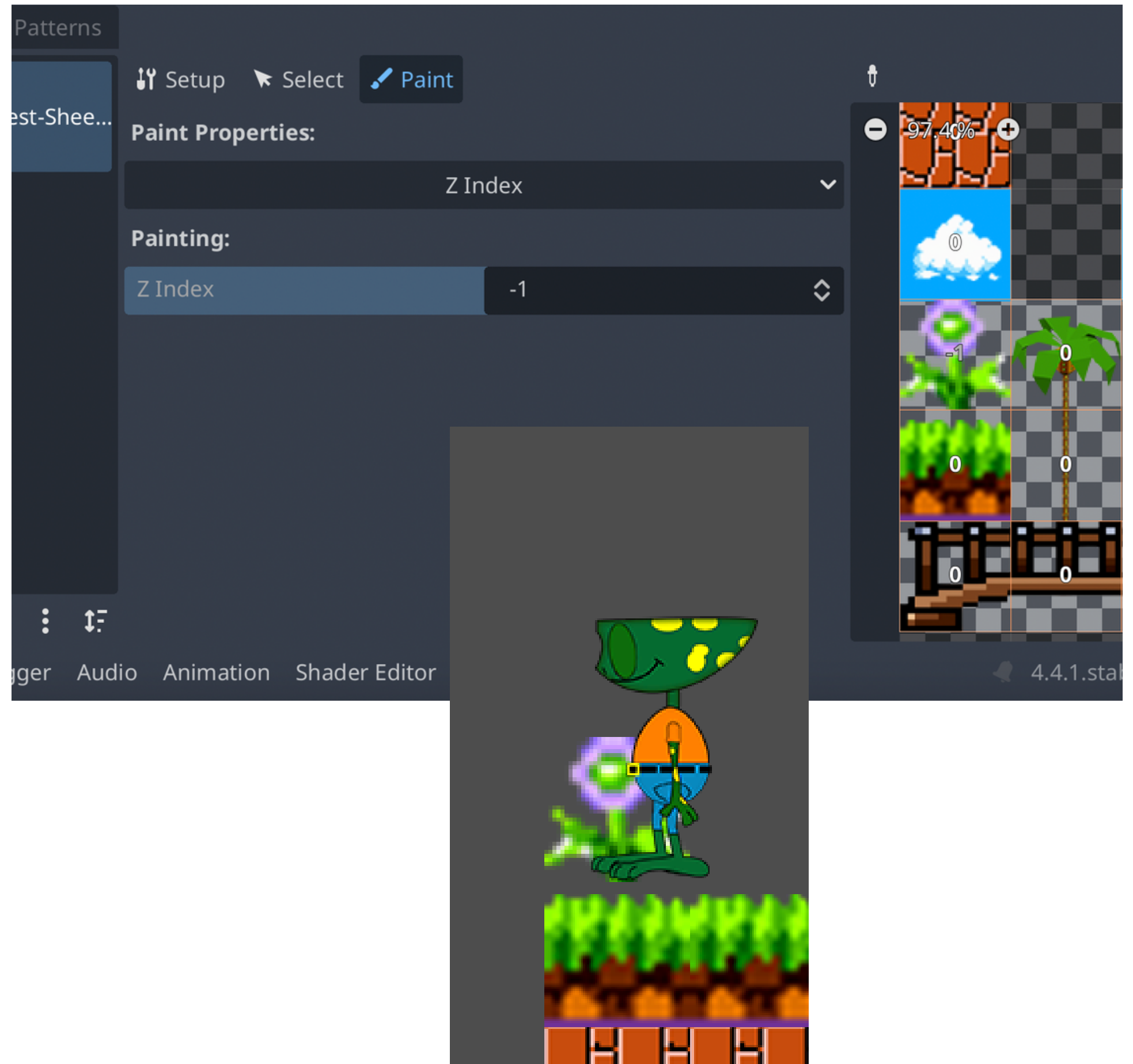
These would be ground tiles.

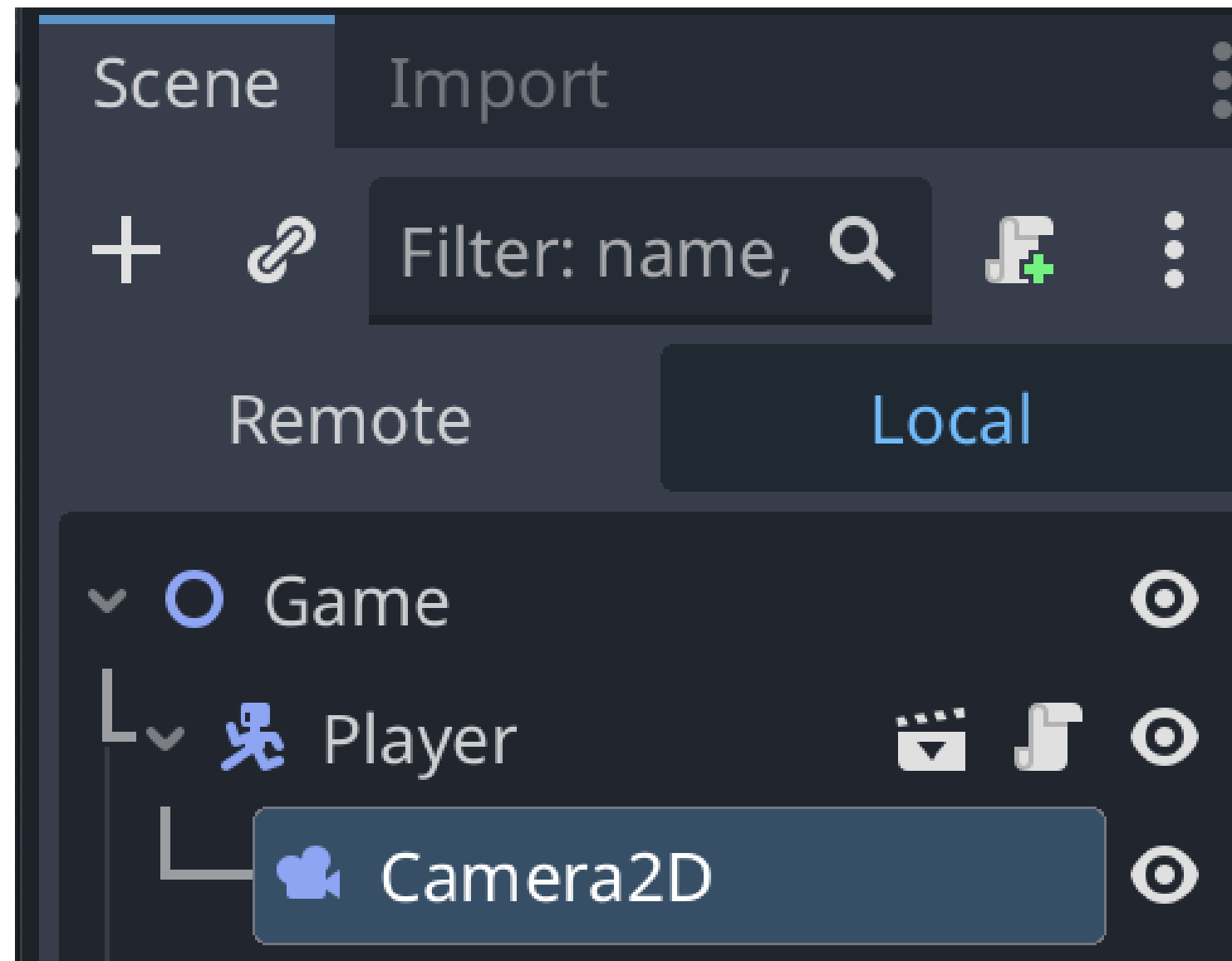
If the tiles have angled shapes, like a bridge, you can modify the default tile shape.



You can make certain tiles appear behind your character by using the Z Index Paint Properties

-1 will make the tile appear behind your character





Attach the camera to the player
Turn on Position Smoothing

