**GameMaker 2 – Tileset Assignment**

1. Create a GameMaker2 project called Chips Challenge.
2. Create a sprite called *sprChips*. Use the ChipsTileset.gif file. Edit the image to have a transparent background using the magic wand tool.
3. Create a tileset called *tsChips*. Choose the sprChips sprite you just created. Set the tile width and height to be 32 and you should be good to go.
4. Create three rooms called Level1, Level2 and Level3.
5. On Level 1, set the size of the room to 480 x 448, since there are 15 blocks (32 pixels each) wide and 14 blocks tall.
6. Add a New Tile Layer to your room. Using the ts\_chips tileset, design the room that follows.

Follow the same directions to also create Level2 and Level3.

Level1 (15 x 14) Level3 (16 x 17)

Level2 (18 x 11)