# HowTo Create Maps

This tutorial is sadly still incomplete. More extensive guidance can be found here: rC3, WorkAdventure

## Getting started

Before you can start designing your maps, you should familiarize with the following software tools:

- Tiled: This is the map editor for WorkAdventure maps.
- Git: Especially if you plan to create maps in cooperation with others, it is recommended to use a versioning tool like Git (e.g. via the Gitlab of the uni). All maps and associated assets (images, audio files, ...) are organized in a „repository“, various versions of the files are saved and each change can be tracked back. Moreover, it is very easy to share your repository with others via an URL. If we should host your map on the FeM servers, you have to use a **public Git repository**.

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