

## Tutorial

- attempt to modify your `touchmap.py` file and add a `worldspawn` button
  
- change `callback` to call an indirect function `empty_cell_click`
  - this should be a global variable which is initialised at the beginning of the module
  - it should default to creating a wall from an empty space
  - it should be changed by the `worldspawn` button to call a `worldspawn` character into the `cell_array`
  - see if you can make this new function generate a `worldspawn` tile