1. 870 ms
2. Created level in 286ms which is approx. 3 times faster
3. The any game on steam allows FPS counters to be set up. They can get turned on in a menu. Probably controlled by a Boolean. Some have it so it prints out the number in the bottom corner of the screen and updates once a second. For this approach, we could put a counter in, and only execute the counter on some instances
4. The new average FPS was 23/24 frames per second. It is below the 60FPS threshold.
5. Draw tile image is by far using the most CPU time.
6. I drew the background once and allowed it be cached. Anytime a tile changed properties, I marked it as dirty, stored the x and y and redrew. Then, for each draw, I only updated the dirty tiles.
7. The FPS jumped to an average of 657.9 FPS for an increase of 2800%