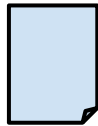


Map.java



Bidimensional fixed size array of Tiles.

Map load all available sprites from files and create all tiles.

Map creates random maps

Map controls the active map zone on the screen.

Tile tilelayout[][];

Sprite TileSprites,...;

int firstXtile; // defines current section of the map that is shown on screen

int firstYtile; // defines current section of the map that is shown on screen

Tile.java



Tile is the basic element of the map, has only two states (bloqued/not bloqued) that determines if something can stay on it.

Unlike other elements, each tile don't have their own prefixed image, it can be loaded dinamically via public void updatetileimage(Sprite sprite)

Tile class don't load images from files, needs a preloaded sprite.