Adding Maps

**Players or developers can easily edit or add maps for the game**

* New maps must follow **the current naming procedure**. For example, the next map added would be named **“map8”** 
  + Followed by “map9”, “map10”, “map11”, and so on.
* Currently, all maps **must be a 26 x 26 square of characters.**
* The **tiles which can be currently added** are as follows –   
  **r, b, f, g, j ,k**
  + **Additional tiles** can be easily added and implemented by developers in **MapDatabase.java**
* **The recommended way to add new maps for beginners is to –** 
  + Navigate to the “**maps”** folder (which is directly within the “**JudgmentB4”** folder
  + **Copy and rename** one of the existing maps. Make sure to **follow the naming rules**
  + Open the text file with a simple text editor (Notepad for example)
  + After modifying the characters, save the text file.
  + **If done correctly, the game will automatically add it to the pool of random maps**