LIMITED SET TO USE FOR NOW:

101 = blank tile

110 = red barrier

120 = green barrier

130 = blue barrier

140 = yellow barrier

200 = corner

410 = red triangle

420 = green triangle

430 = blue triangle

440 = yellow triangle

500 = color change tile

#First digit declares type of tile:

#

# '1' = blank tile, can be walked over

# or

# '1' = colored barrier, requires correct color to pass through

# '2' = corner tiles, at intersection of lasers, impossible to pass through in any circumstance

# '3' = solid wall, impossible to pass through in any circumstance

# '4' = triangle tile, collectible, changes character's color and is replaced with a different triangle of the player's previous color

# '5' = color change tile, transitions the colored barriers betweent their various states

# '6' = size changing upgrade, makes the character bigger or smaller, with three levels of variation

# '7' = teleport/stair tile, moves character between different levels of map

# '8' = pit, sends the payer back to start if they are not at the biggest they can be

# '9' = win/exit button, completes the level successfully

#

#Second digit declares specialty of tile:

#

# '0' = tile doesn't require color, has no effect on color, doesn't require size, and doesn't affect size, i.e. blank walkable tiles

# '1' = red, triangles of this color will turn the player this color and barriers of this color will not allow players through unless they are this color

# '2' = green, triangles of this color will turn the player this color and barriers of this color will not allow players through unless they are this color

# '3' = blue, triangles of this color will turn the player this color and barriers of this color will not allow players through unless they are this color

# '4' = yellow, triangles of this color will turn the player this color and barriers of this color will not allow players through unless they are this color

# '5' = small, these tiles require the player to be small to interact with them

# '6' = medium, these tiles require the player to be medium sized to interact with them

# '7' = large, these tiles require the player to be large to interact with them

# '8' = any color and specific size, these tiles do not require the player to be a specific color but do require a specific size

# '9' = any size and specific color, the reverse of the previous tiles

#

# NOTE: The '8' and '9' integer of the second digit may not be important but if a scenario like this does come up in level design, it's always handy to have the resources reserved

#

#Third digit declares properties of player:

#

# '0' = does not change property of player

# '1' = increments the player's height/floor, stairs/teleports will have this

# '2' = decrements the player's height/floor, stairs/teleports will have this

# '3' = makes player red, triangles will have this

# '4' = makes player yellow, triangles will have this

# '5' = makes player green, triangles will have this

# '6' = makes player blue, triangles will have this

# '7' = makes player bigger, plus tiles will have this

# '8' = makes player smaller, minus tiles will have this

# '9' = sends player back to start, chasm tiles will have this