Tile Type: Nothing

Description: nothingness, basically air

RGB: 0,0,0

Tile Type: Ground

Description: basic land tile

RGB: 255,255,255

Tile Type: Water

Description: currently the duck can cross while player cannot

RGB: 0,0,255

Tile Type: Natural Wall Type

Description: A tree, blocks path

RGB: 0,255,0

Tile Type: Geyser

Description: Launches duck when thrown on top of

RGB: 255,0,0

Tile Type: GateUp

Description: Launches duck when thrown on top of

RGB: 255,100,0

Tile Type: GateDown

Description: Launches duck when thrown on top of

RGB: 255,255,0