BackEnd Camp Setup Instructions

This document contains the instructions for the back end to implement the cave graphics.

There are three different tent types:
- Small Tent - 1x2
- Medium Tent - 2x2
- Large Tent - 3x3

There are two forms of accessories:
- Camp Fire - 1x1
- Others (e.g. firewood, bedroll etc.) - 1x2

Please note that I have allowed the 1x2 elements to be rotated by 90 degrees, so you can also express these as 2x1.

Notes for setting up:
- There should be logic around the way that the campsite is expressed. **E.g. the tents should all be facing towards the campfire in the middle etc etc!!!**
- Tents should be grouped together instead of randomly sprawled over the map.
- Over time I may incorporate more camp graphics, I will let you know what these are over time.
- If you have any qs just message me :PP

Here are the relevant codes and dimensions for each of the camp graphics:

19	Small Tent	1x2
20	Medium Tent	2x2
21	Camp Fire	1x1
22	Camp Accessories	1x2
23	Large Tent	3x3

Image and Matrix Example:

```
const grid5 = [
    [0, 1, 2, 2, 0, 0, 0, 0, 0, 0, 2, 2, 0, 0, 0, 0, 0, 4, 4, 3],
    [2, 2, 2, 2, 0, 0, 0, 0, 0, 1, 2, 2, 1, 0, 0, 0, 0, 0, 0, 3],
    [2, 2, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 19, 0, 20, 20, 0, 0, 1, 0],
    [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 19, 0, 20, 20, 0, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 21, 0, 19, 19, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 22, 22, 0, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 23, 23, 23, 0, 0, 0, 0, 0, 0],
    [0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 23, 23, 23, 0, 0, 0, 0, 0, 0],
    [0, 0, 2, 2, 0, 0, 0, 0, 1, 0, 0, 23, 23, 23, 0, 0, 0, 0, 0, 0],
    [0, 0, 2, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [0, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [2, 2, 1, 0, 2, 2, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [2, 2, 0, 1, 2, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 0, 0],
    [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0, 0, 0],
    [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0, 0, 0],
    [2, 2, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
    [2, 2, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0]
];
```

The above matrix should display this map: