

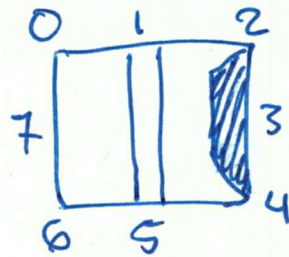
TILE EXPLANATION & HIERARCHY

Tile Object (Abstract)

- tile number (for uniqueness)
- tile id
- orientation
- Location
- tile edges
- Store the terrains in position

↓ ↓ ↓
NOTES: Tile info stored in
tiles.xml!
(resources)

Tiles are perceived as follows:



← correspond to cardinal
coordinate system,

1 = North
3 = east
5 = south etc...

Each point is a "connecting" point — i.e. the points a region touches. For instance, the above regions' connecting points are:

Jungle: 0 6 7

Trail: 1 5

Jungle: 2 4

Lake: 3

Tiger Tile (game tile, inherits from Tile Object)

- owner
 - type (ie "TLTJ-")
 - center
 - tigers placed
 - crocodiles placed
 - special (ie 'B' for Pig)
 - terrains/regions
-

~~To add as one file:~~

Tile XML format:

<tile type="type" count="?">

↓ how many there are

<center>? </center>

<regions>

<region

rtype="?" id="?"

↓ unimportant

connect pts </region>

</regions>

</tile>

! The regions are stored in the order they appear on a tile. e.g. (counter clockwise)



would be

```
<region rtype="jungle" ...> 0 6 7 </region>
<   "      ="trail" ...> 1 5 </region>
<   "      ="jungle" ...> 2 4 </region>
<   "      ="lake" ...> 3 </region>
```