* 2x2 (Numpy tile) state grid representing the nodes of the mounting wall containing information about the occupancy state of each node (0: free, 1: occupied by obstacle, 2: occupied by part)
* List containing IDs of each part placed on the mounting wall (ordered from start to current end of the layout; corner id: 0, straight pipe part id: correlates to the number of nodes it occupies)
* List containing the path of the layout (from node (i,k) to node (j,l)) -> can alternatively be gained by interpreting the state grid and part id list. Redundant, but might prevent inaccuracies in interpretations.
* The event handler only considers the previous state while comparing it to a new one to check if changes have occurred.