

Resources:

<https://gamedevelopment.tutsplus.com/tutorials/an-introduction-to-creating-a-tile-map-engine--gamedev-10900>

<https://gamedevelopment.tutsplus.com/tutorials/parsing-and-rendering-tiled-tmx-format-maps-in-your-own-game-engine--gamedev-3104>

<https://computer-vision-talks.com/tile-based-image-processing/>

<http://mannai.maps.arcgis.com/apps/MapJournal/index.html?appid=a045621883e742399fbb6f312a92fd23>