Gestion des ressources

# Pipeline pour la génération de polygones

**Tileset** (RunTimeAssets/Data/Tilesets) -> **TilesetTexture** string

**TilesetTexture** (RunTimeAssets/Graphics/Tilesets) -> **TilesetMask** bool[,] (RunTimeAssets/Data/TilesetsMask)

**TilesetMask** (RunTimeAssets/Data/TilesetsMask) + **TileIds** in **Map** (RunTimeAssets/Data/Maps) -> **Polygons** in **Map** (RunTimeAssets/Data/Maps/)

