

- At the conceptual level, a Grid appears as a grid of tiles. But it really just has some form of unified representation of the actor locations in the level. A concrete 'grid' structure is not mandated.
- The Map is a map file with some specific format -- it contains "location information" (generalised name, as the representation is location-specific), but needs to be converted to a Grid to be used by a game level.

- What the Level Checker really checks for is the map, and what the Game Checker really checks for is the Game Folder.
- The Level Checker and Game Checker should be able to be reused, hence the multiplicities.

Gold is a special type of Pill with a larger score effect.

- Another rule is that, at least 2 golds and pills in total lives on the grid, and exactly 1 PacPlayer lives on the grid.
- Also an Item has a fixed location, whereas a Moving Actor can change its location.

If a Game has a single Level, then it is constructed from a single Map (relationship implied by the connection between Level and Map).

This should be a "facade" / interface of the Editor -- this is what the TorusVerse app really needs. The editor sort of forms a subsystem on its own.

The App should control when the checkers are applied.

