const reglas = [

// reglas de los borded de cada azulejo

{

// tile 0

UP: 0,

RIGHT: 0,

DOWN: 0,

LEFT: 0,

},

{

// tile 1

UP: 1,

RIGHT: 1,

DOWN: 1,

LEFT: 0,

},

{

// tile 2

UP: 0,

RIGHT: 1,

DOWN: 1,

LEFT: 1,

},

{

// tile 3

UP: 1,

RIGHT: 1,

DOWN: 0,

LEFT: 1,

},

{

// tile 4

UP: 1,

RIGHT: 0,

DOWN: 1,

LEFT: 1,

},

{

// tile 5

UP: 1,

RIGHT: 0,

DOWN: 0,

LEFT: 1,

},

{

// tile 6

UP: 1,

RIGHT: 1,

DOWN: 0,

LEFT: 0,

},

{

// tile 7

UP: 0,

RIGHT: 1,

DOWN: 1,

LEFT: 0,

},

{

// tile 8

UP: 0,

RIGHT: 0,

DOWN: 1,

LEFT: 1,

},

{

// tile 9

UP: 1,

RIGHT: 1,

DOWN: 1,

LEFT: 1,

},

{

// tile 10

UP: 1,

RIGHT: 0,

DOWN: 0,

LEFT: 0,

},

{

// tile 11

UP: 0,

RIGHT: 1,

DOWN: 0,

LEFT: 0,

},

{

// tile 12

UP: 0,

RIGHT: 1,

DOWN: 0,

LEFT: 1,

},

{

// tile 13

UP: 1,

RIGHT: 0,

DOWN: 1,

LEFT: 0,

},

{

// tile 14

UP: 1,

RIGHT: 0,

DOWN: 0,

LEFT: 0,

},

{

// tile 15

UP: 0,

RIGHT: 0,

DOWN: 0,

LEFT: 0,

},

];