Android Wars Tileset

# Style Guide

* Cartoony
* Tiles should be in **pastel colors**, so that the units on top of them stand out.
* **No black outlines**. The units are all going to have black outlines, and they need to stand out from the background.

# Tiles Needed

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| --- | --- | --- |
| Name | **Description** | **Animations / Variations** |
| Plain | Green grass | Idle |
| Sea | Blue ocean | Idle |
| Road | A paved road | Idle, plus 10 variations for each way the road can connect. |
| City | A group of buildings (skyscrapers) | Neutral (gray), Red, Blue, Green, Yellow |
| Headquarters | The player’s main base. | Neutral (gray), Red, Blue, Green, Yellow |
| Factory | Builds vehicles | Neutral (gray), Red, Blue, Green, Yellow |
| Airfield | Builds airplanes | Neutral (gray), Red, Blue, Green, Yellow |
| Shipyard | Builds ships | Neutral (gray), Red, Blue, Green, Yellow |
| River | A riverbank with water flowing through it | Idle, plus 10 variations for each way the river can connect. |
| Forest | Trees of different heights | Several different variations (which will be randomly chosen) |
| Mountain | Mountains of different heights | Several different variations (which will be randomly chosen) |