Tile Information

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| **Name** | **Done** | **Demo** | **Description** | **Number** |
| Blank Tile | Y | blank.png | Blank (Transparent Tile) | 0 |
| Floor w/ Rust 1 | Y | floor_rust1.png | Floor Tile with slight rust | 1 |
| Floor w/ Rust 2 | Y | floor_rust2.png | Floor Tile with more rust | 2 |
| Normal Floor | Y | floor.png | Floor Tile with no rust | 3 |
| Glass | Y | glass.png | Pane of Glass | 4 |
| Antigravity Machine (OFF) | Y | antigravity_off.png | Antigravity machine while it’s off | 5 |
| Antigravity Machine(ON) | Y | antigravity_on.png | Antigravity machine while on | 6 |
| Antigravity Machine Light (ON) | Y | antigravity_on_light.png | Light above machine while machine is on | 7 |
| Circular Light (OFF) | ? | Circle_Light_Off.png | A circular light that is not lit | 8 |
| Circular Light (ON) | ? | Circle_Light_On.png | A lit circular light | 9 |
| Light (OFF) | ? | Light_Off.png | An unlit light | 10 |
| Light (ON) | ? | Light_On.png | A lit light | 11 |
| Warphole | Y | warphole.png | Green warphole for transport or ending a level | 12 |
| Metal Plate | Y | Metal_Plate.png | Metal floor plates | 13 |
| Platform Tile | Y | Platform_Tile.png | Platform tile (floating?) | 14 |
| Vent | ? | Vent.png | Vent background tile | 15 |
| Grass (Base) | ? | grass_base.png | Grass (bottom) | 16 |
| Grass (Top) | ? | grass_top.png | Grass (top) + sky | 17 |
| Sky | ? | sky.png | Sky tile | 18 |
| Steel Bricks | Y | steel_bricks.png | Brick tiles that line up with each other | 19 |
| Lever (Off) | Y | Lever_Off.png | Lever for events turned off | 20 |
| Lever (On) | Y | Lever_On.png | Lever for events turned on | 21 |
| Ladder Top | Y | Ladder_Top.png | Top of a ladder | 22 |
| Ladder Through | Y | Ladder_Through.png | Middle of a ladder | 23 |
| Ladder Bottom | Y | Ladder_Bottom.png | Bottom of a ladder | 24 |
| Doorway | Y | Doorway.png | Entrance to another room | 25 |