

Example of how game
renders map

Map={width:9,height:3, walls:[2,6,10,12,22,24]}

Map

Width

Height

0	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26

only renders cells where
walls are specified,
numbers are there just
to visually see where
they map to

[2,6,10,12,22,24]

		wall				wall		
	wall		wall					
				wall		wall		

I randomly generate
simple maps with just
walls, however one can
easily create a tool to
make maps visually with
other objects not just
walls