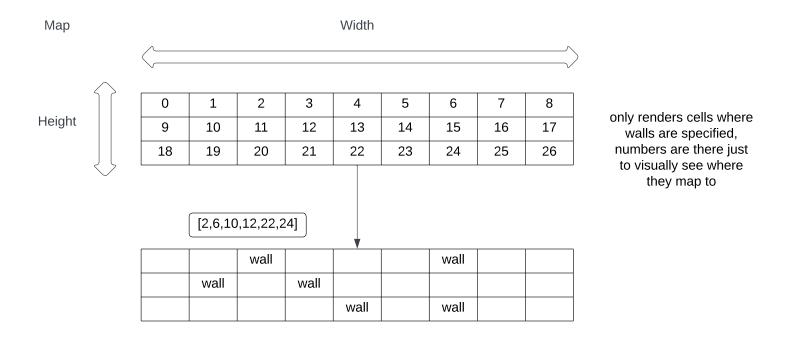
Example of how game renders map

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



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