

## tile\_types.json

Tile types have the following fields:

Field	Description	Values
name	Name of the tile type.	<i>string</i>
nameWithLanguage	Name of the tile type as shown for the player.	<i>string</i>
asset	Asset associated with the tile type.	<i>string</i>
flowers	Amount of flowers the tile type initially has.	<i>number</i>
allowedStructures	Array of allowed structures on this specific type of tile.	<i>string[]</i>