Semantic checking in Touchmap

■ there are a number of semantic checks which might be performed

    ■ there should be a single spawn entry per map

    ■ each room needs a room number

    ■ minimum door width of two glyphs

■ implement the simpler ideas first

Checking a spawn entry

■ can be achieved by checking the asset set before the write/export

Door checking

- see if you can make your touchmap implementation detect and enforce doors to be at least two characters wide

- it might be good to write two functions
    - one to search the map for horizontal doors
    - one to search the map for vertical doors

- you might solve this by:
    - scanning the room by row and column to find horizontal doors (using a nested for loop)
    - scanning the room by column and row to find the vertical doors (again using a nested for loop)

Door checking

■   in both cases you could need to keep a record of:

    ■   whether a wall block has been seen prior to the door

    ■   the door length

■   when the wall continues after the door - you would check the length