

## 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)
- 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

slide 4  
gaius

## Door checking

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