In order to properly interface with movement_api.py and transitively, engine.php maps must be represented in a specific way.

Map Definitions
- All map files must be stored in a .json format. The filename must be in the format of UUID.json where the UUID will be the uuid of player example 972ab5bc-9b26-4da1-8a2c-eb2c45af44c9.json. The entire string should be in lowercase.
- These files must be in the format in which map[x][y] represents an individual tile on the map.
- The only game objects that will populate each tile are in order of top to bottom: Light, Creature, Decor, Item, Terrain

Map Tiles
- The actual contents of each map[x][y] is somewhat arbitrary but it must contain at most an array of game objects that are present within that specific tile. An example of this is as follows a grass tile that holds the player, textureIndex 8 = no texture textureIndex 0 = player texture, textureIndex 1 = grass { "light": {"intensity":1},"creature": {"textureIndex": 0, "rotation": 0},"decor": {"textureIndex": 8,"rotation": 0},"item": {"textureIndex": 8,"rotation": 0},"terrain": {"textureIndex": "1", "rotation": "0"}}.
- Individual tiles with multiple items upon it must be declared as follows with its items being contained in the contents attribute: "item":{"textureIndex":17,"rotation":0,"contents":[{"textureIndex":6,"rotation":0},{"textureIndex":6,"rotation":0}]}. 17 is the bundle sprite and the contents attribute states that it contains two coins of textureIndex 6.
- Once an item bundle returns to one item however the item should be singular with no contents "item":{"textureIndex":6,"rotation":0}. If you choose to leave the item with contents it will display as a single item inside of a bundle.

Tile Simplifications

- A tile with no terrain object will be interpreted as the default terrain for the biome
- A tile with no light object will be interpreted as being completely dark
- A tile with no item, creature, or decor will be interpreted as no having those objects
- An individual map[x][y] tile can be simplified to not include any blank or unrotated elements as follows from above {"creature": {"textureIndex": "0"}} which removes all objects that have a textureIndex of 8 and removes the rotation of the player entity as it is unrotated. This tile represents the player standing on the default biome terrain