**Map:**

A collection of regions

**Map Navigator:**

An object that provides navigation data and pathfinding to a map.

**Map Renderer:**

An object that allows the rendering and un-rendering of regions in a map.

**Region:**

A square area that consists of a 2D array of tile stacks and a position for the region.

**Tile Stack:**

A tile stack is simply a structure that contains a ground tile and an interactable tile. It is simply a handy struct to have and doesn’t technically provide any functionality.

**Ground Tile:**

-A tile that represents the ground layer of a map. Things like a brick floor, grass, or sand are all ground tiles.

-Ground tiles determine the cost of traveling over a tile stack when calculating navigational paths.

**Interactable Tile:**

-A tile that represents the interactable layer of a map. Things like walls, chests, etc are all interactable tiles.

-Interactable tiles determine which types of navigational paths can pass over a tile stack. For example, a chest tile should allow monsters to fly over it, but now allow them to walk through it. A wall should stop any form of navigation.

- Interactable tiles will create a tile entity if it requires one to exist.

**Tile Entity:**

-Instanced, interactable, and does not have abilities.

-Created by interactable tiles when interactable tiles need per-tile position data.

-Provides the capability to create instanced data for an interactable tile. For example, a tile with an inventory needs a unique inventory for every position the tile is placed. Tile entities provide that capability.

-Note that tile entities save and load their data from the map file but will actually be instantiated from the interactable tile.