gameTiles will extend rectangles. Professor Buckner has informed us that the gameTiles, their usage, and the starting/endpoints will be
provided to us in some manner. This is a very general idea of how the gameTiles will work until we receive the actual files.

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Methods:
+pickup
      (actionListener awaits click on tile, allowing the tile to be dragged around)
+placeDown
      (actionListener awaits the tile to be released, allowing the tile to be setup down)
+rotate
      (the tile will be rotated by creating a new temporary tile, storing the current tile's data in the temp tile but at 90-degree angles to the original. The temp will then replace the original tile. Rotation will only occur clockwise. Alternatively, if the maze tiles are static images of a certain kind, we can just replace the tile with the corresponding rotated piece.)

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Variables:
+home   (gameTile's starting location will be an instance variable that is created with the tile. Pressing reset sends all tiles
                (to their home locations)