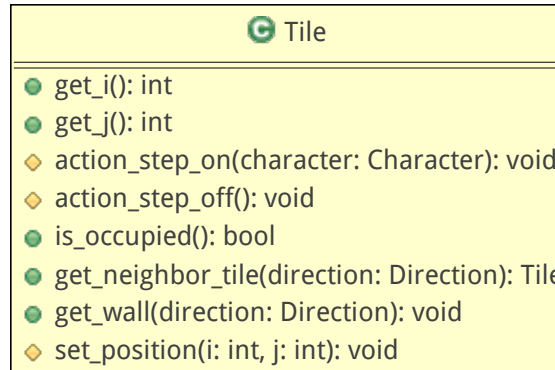
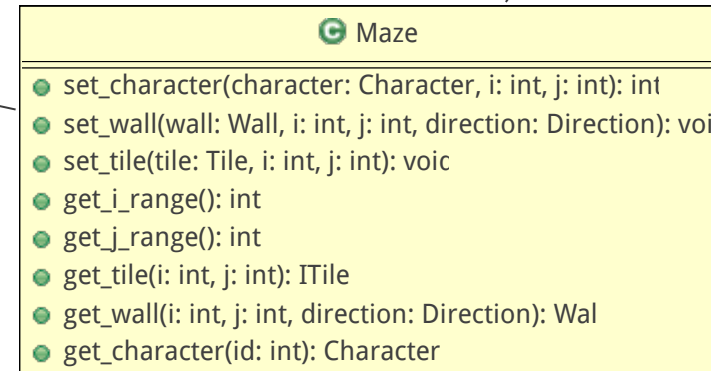


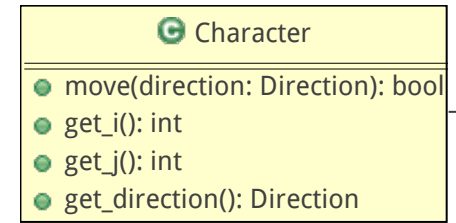
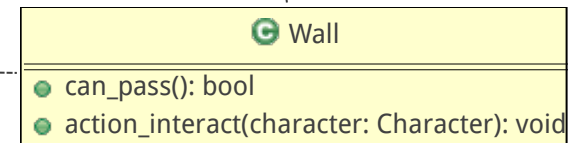
public methods will be referenced in an ITile interface. This prevents certain aspects of the program from creating an inconsistent model



i and j can be null by default



wall positions are defined by their tiles. They can also be east/west or north/south. Methods trying to codify this would be confusing.



<<private>>

<<private>>

<<private>>

