Tile: SaveState, Faction, City

One Tile has Many SaveState

One Tile has Many Faction

One Tile has Many City

TileID: TileX1Y1

FactionID: 5 🡪 Faction.Name: Steampunkers Therefore Image.Name = Steampunkers.png

Settlement:

Land level 0

Hamlet level 1

Village level 2

Town level 3

City level 4

**Might have to delete savestate as tiles actually does a better job**