Tile DB Spec

# What is Tile DB

***Tile DB*** is the centralized, per-project “database” containing all tileset metadata, including the list of Tile Families and each Tile Family’s list of Tile Sets. Tile DB is encapsulated as a single data file and edited within SigTile.

# Concepts

## Tile Family

Tile Families are an arbitrary distinction which allow for grouping logically or visually similar Tile Sets.

## Tile Set

A Tile Set is the set of mappings from Tile Type to lists of Tile Representations (sigml files), as well as any metadata used by the editor and/or the game in regards to this particular Tile Set.

## Example

* Eastern Dungeons (Tile Family)
  + Rocky (Tile Set)
    - Floor: [floor\_01, floor\_02, floor\_03, etc]
    - Wall: [wall\_01, wall\_02, wall\_03, etc]
    - Niche: [niche\_01, niche\_02, niche\_03, etc]
    - Corner: [corner\_01, corner \_02, corner \_03, etc]
    - Unique: […]
  + Mines (Tile Set)
    - Same idea as above (Rocky Tile Set)
  + Crypt (Tile Set)
    - Same idea as above (Rocky Tile Set)
  + Jails (Tile Set)
    - Same idea as above (Rocky Tile Set)

## Properties

Various properties will need to be associated with the various elements. Some preliminary examples follow.

Tile Sets will need a list of default “auto-tile-pieces” – these are the pieces that are used for the random/default/auto brush.