* Tile – An 8x8 array of pixels
* Tile Set/Tile Map – Refers to the group of 64 tiles that the user can change the individual pixels on
* Background Map – Refers to the 80x60 array of ints that store an index which references to a specific tile in the tile map
* Moveable Block – Refers to a block that has a variable x and y coordinate. It has an 8x8 transparency map and also an index that references a specific tile in the tile set.
* Transparency Map – An 8x8 array of bits that define if a pixel should be transparent or not. If a bit in the array is set to 0 the pixel will be visible, if it is set to 1 the pixel will be transparent.