**Project JR**

* An RPG game in the style of old Final Fantasy’s, Chrono Trigger, etc.
* The game will use a tile map system with 32x32 (resolution) tiles
* To start, the game will have one major town and a dungeon
* Battle System?

**Collision System:**

Collision detection will be tile based. The character will move at 1 tile per second. The game will use a clock to smooth the transition between frames.

**Map System:**

The map will be loaded in by a file filled with three (or more digits). The first two digits will specify the ID of each tile to be loaded. The third digit will be used to determine what transformations to apply to a tile. The map system will need to parse the file and load the proper tiles and place them into the environment. The file should be loaded into an array.