﻿

namespace PacMan {

public class Teleport : Tile {

public Tile TeleportTo;

public Teleport(Tile tile) {

Chixel = tile.Chixel;

Position = tile.Position;

Type = tile.Type;

}

public Teleport(Chixel chixel, Vector2 pos, TileType type) {

Chixel = chixel;

Position = pos;

Type = type;

}

}

}