﻿using System.Collections.Generic;

using System.Linq;

namespace PacMan {

public enum TileType { Wall, Space, Door, Teleport }

public class Tile {

public static Vector2[] Directions = new Vector2[] { Vector2.Up, Vector2.Right, Vector2.Down, Vector2.Left };

/// <summary>

/// Up, Right, Down, Left

/// </summary>

public Tile[] Neighbors;

public Chixel Chixel;

public Vector2 Position;

public TileType Type;

public bool Intersection;

public Tile() { }

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

Chixel = chixel;

Position = pos;

Type = type;

}

public bool IsWalkable(object unused) {

return Type != TileType.Wall;

}

public override string ToString() {

return Type.ToString();

}

}

}