* Tile
  + Summary of class:
    - This class is used for each tile on the game board. A tile has to be able to store multiple robots that are currently occupying it and calculate if it is visible or not for fog of war calculations. Because of this there are multiple methods to get and set parameters for robots that leave and enter the list and get/set the tile visibility when the fog of war needs to be updated.
  + Parameters:
    - - <List> Robots:
      * The robots that are currently occupying the tile.
    - - Bool isVisible
      * Determines if this tile is visible when it is a player’s turn and the board needs to be rendered.
  + Methods:
    - + getVisibility()
      * **Summary**: Returns true if the tile is within a player’s view range, false otherwise.
      * Pre conditions: none
      * Post conditions: returns true if the tile is visible to the current player, false otherwise.
    - + setVisibility(bool toggle)
      * Summary: Sets the visibility of the tile. This will be used whenever the fog of war needs to be updated.
      * Parameters:
        + Toggle: the new visibility state of the tile.
      * Pre conditions: None
      * Post conditions: The tile has been assigned a new visibility.
    - + getRobots(Tile target)
      * Summary: Returns all the current robots on the tile. This can include multiple tanks from different players or a empty list.
      * Pre conditions: None
      * Post conditions: Return a copy of the Robots parameter.
    - + addRobots()
      * Summary: Adds a robot to the tile, this occurs when a robot moves onto the tile.
      * Pre conditions: None
      * Post conditions: the robot has been added to the Robots list parameter.
    - + removeRobots()
      * Summary: Removes a robot from the tile, moving out of the tile or the robot being destroyed from a attack can do this.
      * Pre conditions: None
      * Post conditions: The robot has been removed from the Robots list parameter.
    - + isEmpty()
      * Summary: Checks if the tile has any robots on it.
      * Pre conditions: None
      * Post conditions: Returns true if Robots is empty if not then returns false.