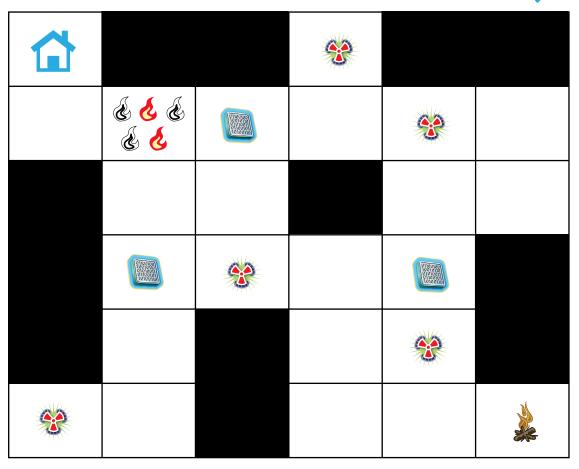
Each Grid cell is an object.

The objects are hidden until the player walks into that cell









solid space - player cant walk through



home or start



puzzle



items & torch off



torch on