

To Modify the Map

You can modify the file inside res/tiles.

Here is how it works:

33	16	← width and height of the map																																		
64	355	← starting position x and y for the player																								the kinds of the tiles in that position										
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2		
2	3	3	4	3	3	3	4	3	2	2	2	2	2	2	2	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2		
2	3	3	3	4	5	4	3	3	3	4	3	3	4	5	6	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	3	4	3	1	1	1	1	1	2	3	4	6	3	4	3	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	3	3	3	1	0	0	0	1	2	3	3	5	6	5	4	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	3	4	1	1	0	0	0	1	2	3	3	6	4	3	3	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1		
2	1	1	1	0	0	0	0	1	2	6	5	3	3	6	3	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	0	0	0	0	0	0	0	1	1	2	2	2	2	2	2	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2		
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	0	1	1	1	1	1	1	1	1	1	0	0	0	0	0	2		
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	2	2	2	2	2	2	2	1	0	0	0	0	0	2		
2	0	0	0	0	0	0	2	2	2	2	2	2	2	2	2	2	1	0	0	2	6	4	3	4	3	0	0	0	0	0	0	0	0	2		
2	0	0	0	0	0	0	2	1	1	1	1	1	1	1	1	1	1	0	0	2	3	4	3	3	3	0	0	0	0	0	0	0	0	2		
2	2	2	2	2	2	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	6	4	3	5	0	0	0	2
2	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	5	6	4	3	0	0	0	2
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	



To Modify the Entities

You can modify the file inside res/entities.

Here is how it works:

```
10  <— number of VerTree (will attack vertically)
0   <— number of VerWall (will attack vertically)
0   <— number of HorTree(will attack horizontally)
0   <— number of HorWall (will attack horizontally)
6   <— number of StaticTree(will not attack)
```

```
1 1
2 2
10 4  <— entities starting position, should be
12 8   listed in the oder we show above
15 8
29 10
28 9
26 3
25 4
23 6

3 2
4 1
5 2
14 9
22 5
24 7
```