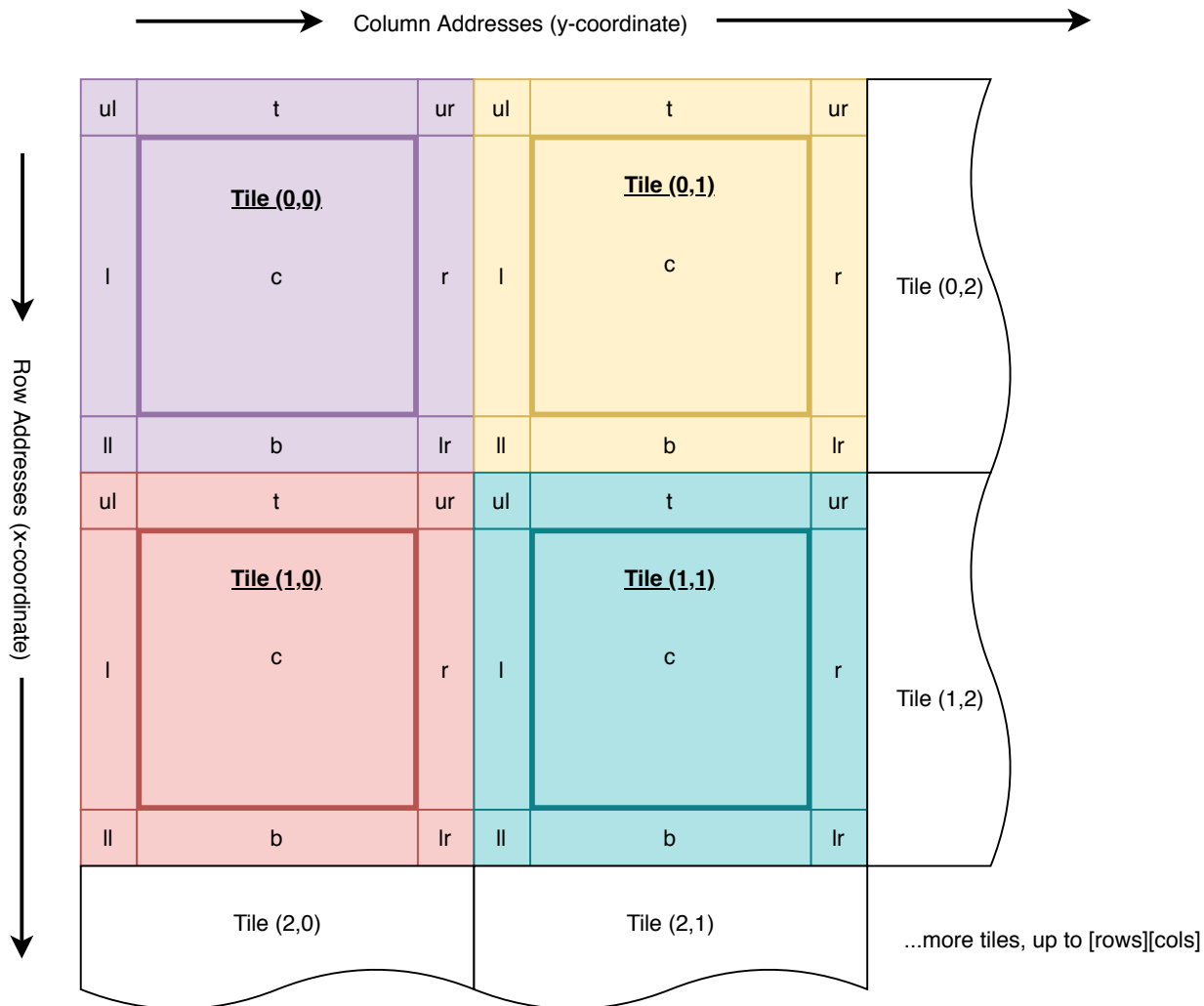


COMP2005 - Group 8

Tile Design and Layout



NOTES:

Each colour is a separate GameTile. There are 81 tiles in a standard game.

GameTiles have a [row][col] address on the game board.

Players can "see" and can move on, the "c" or center panels of each game tile.

Each GameTile has 9 cells (upper left, top, upper right, left, center, right, lower left, bottom, lower right)

These cells are the 8 borders (for walls), and the 1 center tile (for player to move on).

Each cell has two color possibilities (active, and background)

These colors can be swapped to denote whether cell is on/off

Walls are placed on the border tiles, and must span two tiles.

Walls must completely fill the void between two adjacent center-cells. These are denoted "c".

For example, a wall running vertically between these 4 tile centers would need to access the following:

- Tile(0,0) - Turn on r and lr.
- Tile(0,1) - Turn on l, and ll.
- Tile(1,0) - Turn on r, and ur.
- Tile(1,1) - Turn on l, and ul.

We can turn on/off walls by swapping colors in these cells, according to mouse input.