

Tile Design and Layout



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

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

Each cell has (at least) two background images.

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

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 background images in these cells, according to mouse input.