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| Map Tiles – Each has a state of on or off | | | | |
| Enum | Description | Effect | On/Off Effect | Map Creation Image |
| 1 | Default Floor Tile | Can move freely into tile | N/A |  |
| 2 | Floor Raised 1 Level | Can move freely into tile from raised 1 2 3 or 4 | N/A |  |
| 3 | Floor Raised 2 Levels | can move freely into tile from raised 2 3 or 4 | N/A |  |
| 4 | Floor Raised 3 Levels | can move freely into tile from raised 3 or 4 | N/A |  |
| 5 | Floor Raised 4 Levels | can move freely into tile from raised 4 | N/A |  |
| 6 | Half Top  (Up Left)  Crouch Under | can move freely into tile if crouched and moving from se to nw or nw to se | N/A |  |
| 7 | Half Top  (Up Right)  Crouch Under | can move freely into tile if crouched and moving from sw to ne or ne to sw | N/A |  |
| 8 | Half Bottom  (Bottom Left)  (Climb Over) | can climb over tile moving from sw to ne or ne to sw | N/A |  |
| 9 | Half Bottom  (Bottom Right)  (Climb Over) | can climb over tile moving from se to nw or nw to se | N/A |  |
| 10 | Gap  (Jump Over) | can move freely into tile, robot falls to its death upon entering tile | N/A |  |
| 11 | Electric Tile | can move freely into tile, robot gets electrocuted to death upon entering tile | Turns off electric field |  |
| 12 | Electric Wall  Top Left | can move freely into tile, if robot attempts to move nw it gets electrocuted to death | Turns off electric field |  |
| 13 | Electric Wall  Top Right | can move freely into tile, if robot attempts to move ne it gets electrocuted to death | Turns off electric field |  |
| 14 | Electric Wall  Bottom Left | can move freely into tile, if robot attempts to move sw it gets electrocuted to death | Turns off electric field |  |
| 15 | Electric Wall  Bottom Right | can move freely into tile, if robot attempts to move se it gets electrocuted to death | Turns off electric field |  |
| 16 | Ice Tile | can move freely into tile, robot automatically moves to the next tile in the direction it was already moving | N/A |  |
| 17 | Water Tile | can move freely into tile, if robot cannot swim, it drowns upon entering | N/A |  |
| 18 | Switch  Top Left | can move freely into tile, if robot is facing the switch wall, activate command will activate the switch | N/A  upon activation, toggles whatever the switch is linked to |  |
| 19 | Switch  Top Right | can move freely into tile, if robot is facing the switch wall, activate command will activate the switch | N/A  upon activation, toggles whatever the switch is linked to |  |
| 20 | Switch  Bottom Left | can move freely into tile, if robot is facing the switch wall, activate command will activate the switch | N/A  upon activation, toggles whatever the switch is linked to |  |
| 21 | Switch  Bottom Right | can move freely into tile, if robot is facing the switch wall, activate command will activate the switch | N/A  upon activation, toggles whatever the switch is linked to |  |
| 22 | Switch  Whole Square | can move freely into tile, activate command will activate the switch | N/A  upon activation, toggles whatever the switch is linked to |  |
| 23 | Re-Program Spot  Top Left | can move freely into tile, if facing the reprogram wall, activate will bring up the reprogramming options | N/A |  |
| 24 | Re-Program Spot  Top Right | can move freely into tile, if facing the reprogram wall, activate will bring up the reprogramming options | N/A |  |
| 25 | Re-Program Spot  Bottom Left | can move freely into tile, if facing the reprogram wall, activate will bring up the reprogramming options | N/A |  |
| 26 | Re-Program Spot  Bottom Right | can move freely into tile, if facing the reprogram wall, activate will bring up the reprogramming options | N/A |  |
| 27 | Re-Program Spot  Whole Square | can move freely into tile, activate will bring up the reprogramming options | N/A |  |
| 28 | Breakable  Top Left | can move freely into tile, if facing the breakable wall, attack will destroy the wall and turn whatever is on the other side of the wall into a standard tile | N/A |  |
| 29 | Breakable  Top Right | can move freely into tile, if facing the breakable wall, attack will destroy the wall and turn whatever is on the other side of the wall into a standard tile | N/A |  |
| 30 | Breakable  Bottom Left | can move freely into tile, if facing the breakable wall, attack will destroy the wall and turn whatever is on the other side of the wall into a standard tile | N/A |  |
| 31 | Breakable  Bottom Right | can move freely into tile, if facing the breakable wall, attack will destroy the wall and turn whatever is on the other side of the wall into a standard tile | N/A |  |
| 32 | Solid Block | Solid vertical block, this prevents movement through this square | N/A |  |
| 33 | Solid Breakable Block | Solid vertical block, this prevents movement through this square, can be broken from all sides with attack | N/A |  |
| 34 | Start Square | This is the square that the player begins the level in | N/A |  |
| 35 | End Square | This is the target destination | N/A |  |
| 36 | Door  Top Left | can move freely into tile, door can be opened if player is facing the door and activate is used | door is opened when true, closed when false |  |
| 37 | Door  Top Right | can move freely into tile, door can be opened if player is facing the door and activate is used | door is opened when true, closed when false |  |
| 38 | Door  Bottom Left | can move freely into tile, door can be opened if player is facing the door and activate is used | door is opened when true, closed when false |  |
| 39 | Door  Bottom Right | can move freely into tile, door can be opened if player is facing the door and activate is used | door is opened when true, closed when false |  |