



A 10x10 grid with thick black lines forming a complex pattern of rectangles and squares, representing a 2D coordinate system for a game. The grid is composed of 10 columns and 10 rows. The thick black lines define various rectangular regions of different sizes, creating a maze-like structure. The regions are defined by the following coordinates (row, column) starting from (0,0) at the top-left:

- Row 0: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 1: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 2: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 3: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 4: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 5: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 6: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 7: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 8: Columns 1-3, 4-6, 7-8, 9-10 are thick.
- Row 9: Columns 1-3, 4-6, 7-8, 9-10 are thick.