

BBM::MapGenerator

- assetsPath
- wallAssetsPath
- imageExtension
- objExtension
- unbreakableWallPath
- outerWallPath
- breakableWallPath
- floorPath
- stairsPath
- bumperPath
- secondFloorPath
- holePath
- secondFloorHolePath

- + createBonus()
- + wallCollision()
- + wallCollided()
- + wallDestroyed()
- + holeCollide()
- + bumperCollide()
- + createMap()
- + loadMap()
- + createElement()
- getRandomBlockType()
- isCloseToBlockType()
- generateUnbreakableBlock()
- generateWall()
- generateFloor()
- createBreakable()
- createUnbreakable()
- createHole()
- createBumper()
- createUpperFloor()
- and 6 more...