Attributes

private loadedMap : This attribute is an instance of the GameMap class. This composition relationship between GameMapManager and GameMap is as such so that the class GameMapManager can control and manage the instance of the GameMap class.

private audio: This attribute is an instance of the audio manager which is the class whose responsibility is playing specific sounds when invoked.

Constructors

Public GameMapManager() : Initializes default loadedMap and audio objects.

Operations

public void updatePlayerLocation() :