# World Manager

**Class**: WorldManager

**Name Space**: Managers

**Description**: The world manager is a robust class that manages all aspects and functionality of the entire environment. It contains all of the master lists, and the 2D array of *WorldNodes.* All master culling logic is held within this manager's main draw3D call, which iterates and calls all of the composed *WorldNodes* within its 2D array. For easy accessibility throughout the entire solution, this class is a singleton, which also means there will only ever be one instance of this class created.



