## MapCreator MCN::MonoSingletone < MapManager > + Instance + CreateTilemap() instance + GetRoot() + RemoveTilemap() # CreatedObjectName() - CreateTiles() mapCreator MapManager mapSize placeObjInfos tilemap + CreateTilemap() + RemoveTilemap() + IsInMapSize() + PlaceObjacts() + IsExistMap() + GetTile() + AttachObject() + ChangeAllTileState() # CreatedObjectName() - Awake() - Update() DecorateObject()