```
MCN::MonoSingletone
   < MapManager >

    Instance

  instance
# CreatedObjectName()
     MapManager
  mapSize
 placeObilnfos
  mapCreator
  tilemap
+ CreateTilemap()
+ RemoveTilemap()
+ IsInMapSize()
+ PlaceObjacts()
+ IsExistMap()
+ GetTile()
+ AttachObject()
+ ChangeAllTileState()
```

# CreatedObjectName()

Awake()Update()AddActor()