```
FZ::MonoSingletone
   < MapManager >

    Instance

  instance
# CreatedObjectName()
     MapManager
 mapSize
 placeObjInfos
  mapCreator
  tilemap
+ CreateTilemap()
+ RemoveTilemap()
+ IsInMapSize()
+ PlaceUnits()
+ IsExistMap()
+ GetTile()
+ AttachObject()
+ ChangeAllTileState()
# CreatedObjectName()
Awake()
- Update()
```