PirateGame::CollisionManager PirateGame::LandMassHashmap ::handleCollisions ::addLandMass PirateGame::LandMassHandler PirateGame::LandMassHashmap PirateGame::LandMassHashmap ::interactWithLandmasses ::findLandMassNearShip ::generateKey PirateGame::LandMassHandler PirateGame::LandMassHashmap ::removeLandMass ::~LandMassHandler