GameMapImpl

#addObject(MapObject obj)
#removeObject(MapObject obj)

«Interface»
GameMap

+getAllObjects() : List<MapObject>
+updateEntities(long deltaTime, Vector2dc playerDirection) : void
+spawnEnemies(double deltaSeconds) : void
+setEnemySpawnLogic(EnemySpawner spawnLogic) : void
+getMapBestiary() : Map<String, Integer>

«Interface»
MapObject

+getPosition() : Vector2dc
+getHitbox() : double
+isAlive() : boolean