GameMapImpl

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

GameMap

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

MapObject

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