

LevelGeneration

+ field: type

+ field: type

+ field: type

+ field: type

+ method(type): type

Level

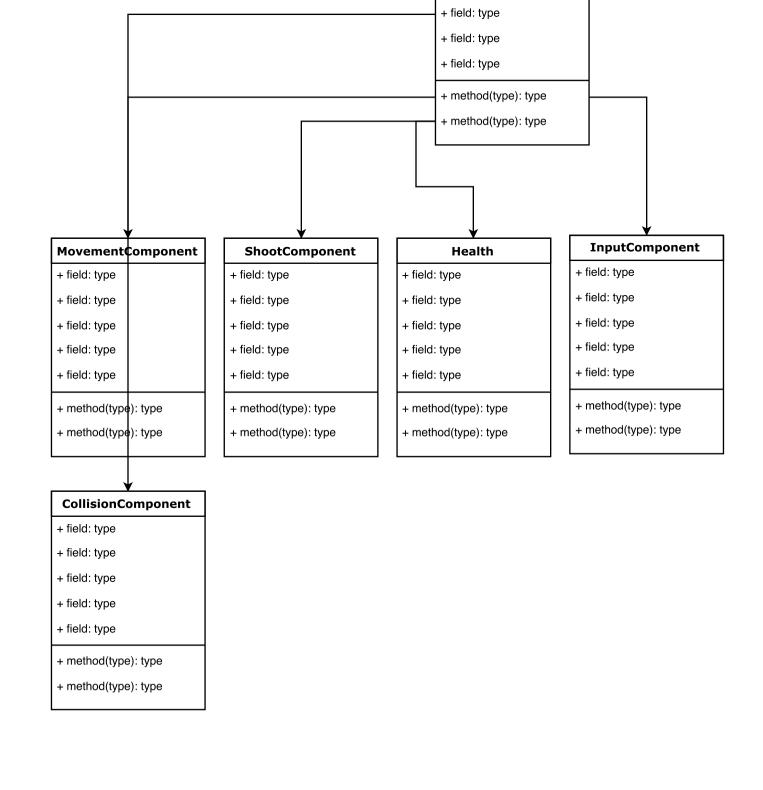
+ method(type): type

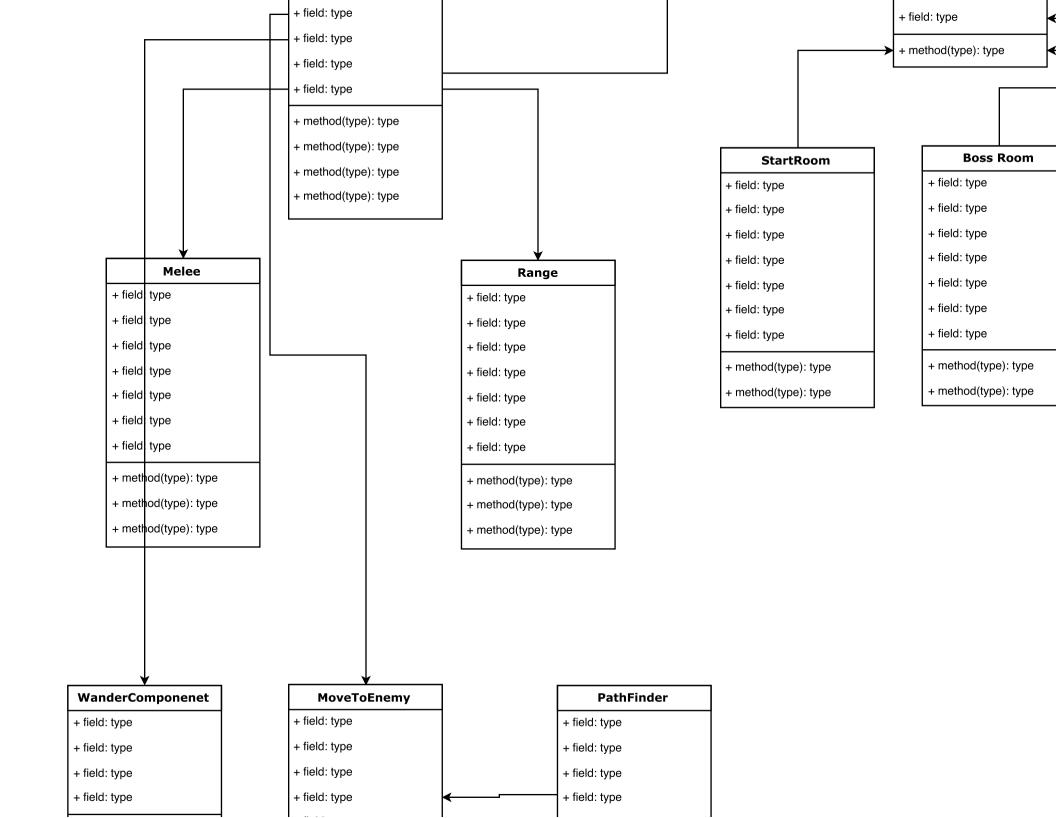
+ method(type): type

**Interface: Room** 

+ field: type

## Tile + field: type + field: type + field: type + field: type





+ field: type

+ method(type): type

+ method(type): type

+ method(type): type

## Regular Room

+ field: type

+ method(type): type

+ method(type): type

+ method(type): type	+ field: type	
+ method(type): type	+ method(type): type	
	+ method(type): type	

+ field: type

+ method(type): type + method(type): type