```
Util::GameObject
              Λ
       Dungeon::Tile
  + m_Filepath
  # m_Tile
  # m TileSize
  # m ImgSize
  # m MagicNumber
  # m_Index
# m_CloseDisplayb24
  # m_OffSetY
  # m_SpriteSheet
  # m Seen
  # m_lsOverlay
  # m_TorchAnimation
# m_Torch
  # m_Event
  # m Color
  + Tile()
  + Tile()
  + Initialize()
  + ~Tile()
  + SetIndex()
  + SetCloseDisplayB24()
  + SetRotation()
  + SetOverlay()
  + GetIndex()
  + GetTile()
  and 6 more...
  # UpdateScale()
  # UpdateTranslation()
  # SetTorch()
Dungeon::Tiles::GeneralFloor
+ GeneralFloor()
+ ~GeneralFloor()
+ IsWall()
+ IsDoor()
              Λ
  Dungeon::Tiles::FloorTar
  + FloorTar()
  + ~FloorTar()
```