```
Util::GameObject
       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()
              Λ
Dungeon::Tiles::GeneralFloor
+ GeneralFloor()
+ ~GeneralFloor()
+ IsWall()
+ IsDoor()
 Dungeon::Tiles::WirePhase
         Conductor
 + WirePhaseConductor()
 + ~WirePhaseConductor()
```