```
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 IsOverlay
   # 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::GeneralDoor
+ GeneralDoor()
+ GeneralDoor()
 + ~GeneralDoor()
 + IsWall()
 + IsDoor()
 + SetOverlay()
Dungeon::Tiles::DoorMetalSide
+ DoorMetalSide()
   -DoorMetalSide()
+ UpdateDrawable()
```