```
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::WireDoor
 + WireDoor()
 + ~WireDoor()
```