```
Util::GameObject
       Dungeon::Tile
       Filepath
  + m
  # 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::GeneralWall
+ GeneralWall()
+ GeneralWall()
+ ~GeneralWall()
+ IsWall()
+ IsDoor()
# UpdateTranslation()
Dungeon::Tiles::NecroDancer
           Stage
+ NecroDancerStage()
+ ~NecroDancerStage()
```