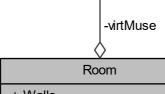## Museum

+ Size
+ RoomMap
+ Rooms
+ Walls
+ MuseumsGraph
+ CurrentNumberOfDoors
+ NumberOfDisplays
- roomTypeToPlaceableChecker

+ Museum()
+ Generate()
+ GetRoomByID()
+ AddWall()
+ Serialize()
+ Deserialize()
+ AddNewRoomPlacableChecker()
- FillDisplays()
- GetSourroundingTiles()
- TransformTileCoordIntoOneD()
- TransformOneDCoordIntoTwoD()
- LogMap()
- LogOutline()
- RemoveWallsContainigPoint()

-virtMuse

Room

+ Walls
+ RoomID
+ Type
+ RoomTiles
+ FloorTexture
+ CeilingTexture
+ CenterDisplayInfos
- cornerOffsets
- wallValidators
- RoomIDGen

+ Room()
+ CreateDoorBetweenRooms()
+ AddNewWallValidator()
- FigureOutWallsForRoom()
- AddWallsToMuseum()
- RemoveUnnecessaryWalls()