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- manageRooms
- drawGraphGizmos
 - drawRoomManagmentUnitGizmos
- virtMuseGraph museumSize
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- roomDictionary - roomMap
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- + SetMuseumToControl()
- + GetRoomManagmentUnitForRoom()
- + LogRoomManagmentUnitForRoom() Awake()
- Start()
- Update()
- LoadRoomAndNeighbors() - UnloadRoomAndNeighbors()
- InBounds() OnDrawGizmos()
- DrawMuseumGraph()