Dungeon

+ Dictionary< Vector2I,
  Room > Layout

+ Vector2I CurrentRoomPosition

+ Vector2I EntrancePosition

+ Vector2I BossPosition

+ Vector2I GridSize

+ MagicType MagicType

+ Dungeon(int minRooms,
  int maxRooms)

+ Dungeon(Dictionary
  < Vector2I, Room > layout,
  Vector2I entrancePosition,
  Vector2I bossPosition, Vector2I
  gridSize, MagicType magicType)

+ Dungeon(Dungeon dungeon)