

MapLoader

- + MapLoader()
- + ~MapLoader()
- + loadMap()
- + sortType()
- + displayBlock()
- + displayGem()
- + displayEnemy()
- + getNumberOfBlocks()
- + getNumberOfGems()
- + getNumberOfEnemies()
- + getBlock()
- + getGem()
- + getEnemy()
- + getNumberOfEntities()
- + getNumberOfRows()
- + getType()
- + getIndex()
- + setEntityBlank()