

Mapa : Map

```
int width = 100
int length = 100
int stars_quantity = 1
int black_holes_quantity = 1
double planetation = 0.0007
int aggressive_civilization_quantity = 3
int pacifistic_civilization_quantity = 5
pacifisticCivilization civ_list = {pacCiv1}
aggressiveCivilization agr_civ_list = {agrCiv1, agrCiv2}
```

