## Component # tag # compoName + Component() + ~Component() + Update() + Render() + Start() + Shutdown() + getTag() + setCompRemoved() + getCompoName() + setCompoName() TileMapComponent + TileMapComponent() + TileMapComponent() + ~TileMapComponent() + AddTileMapInfo() + PrintMap() + SetTile() + GetTileType() + Render() + Update()

+ Start() and 10 more...