

Viewer

- + window
- + renderer
- + bgTiles
- + doorTiles
- + testTile
- + playerSheet
- + heliportText
- + playerSprites
- + wallRect
- + corridorRect
- and 20 more...

- + Viewer()
- + ~Viewer()
- + render()
- + renderMain()
- + renderExclamation()
- + updateMap()