```
ECS::ASystem
    dependencies
    enabled
  + ASystem()
  + ASystem()
  + ~ASystem()
  + ASystem()
  + operator=()
  + Update()
  + FixedUpdate()
  + LateUpdate()
  + OnDisable()
  + OnEnable()
  + GetDependencies()
  + GetStatus()
  + SetStatus()
  + ToggleStatus()
  # AddDependency()
    AlMapsGenerator
  boxmap
 playersmap
 stringMap
+ AlMapsGenerator()
+ ~AlMapsGenerator()
+ AlMapsGenerator()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ UpdateMaps()
+ InitMaps()
+ InitMaps()
+ RemoveCharsFromMap()
+ GetBoxMap()
+ GetPlayersMap()
```