```
TerrainGenerator
  _playersNbr
#
   boxPercentage
# _height
  width
#
  mapType
  map
#
   isGenerated
+ TerrainGenerator()
+ TerrainGenerator()
+ ~TerrainGenerator()
+ TerrainGenerator()
+ operator=()
+ getMap()
+ displayMap()
+ generateBaseMap()
+ generateRandomMap()
+ clearMap()
and 9 more...
# generateMapLine()
# generateBoxLevel()
# cloneReverseMap()
# blocksPath()
# fillHoles()
# tryPlacingTile()
# rotateTile()
# tryTetrPositions()
# addTetrOnMap()
# lineGetWidth()
# isMapFull()
# generateMap()
# trimMap()
# makeSpaceForPlayers()
  TestTerrainGenerator
+ TestTerrainGenerator()
+ ~TestTerrainGenerator()
+ trimMap()
+ rotateTile()
+ generateMapLine()
+ generateBaseMap()
+ removeBoxes()
+ addTetrOnMap()
+ tryPlacingTile()
```

+ tryTetrPositions() and 9 more...