IXMLSerializable + IXMLSerializable() + ~IXMLSerializable() + IXMLSerializable() + operator=() + operator<<() + operator<<() Δ TerrainGenerator playersNbr boxPercentage # _height # _width # _mapType # _map # isGenerated RayLib::Vector2< int > + TerrainGenerator() + TerrainGenerator() + x + ~TerrainGenerator() + y + TerrainGenerator() + operator=() + Vector2() + getMap() + Vector2() + displayMap() + Vector2() + generateBaseMap() + Vector2() + generateRandomMap() + Vector2() + clearMap() + Vector2() and 9 more.. + ~Vector2() # generateMapLine() + getVector2() # generateBoxLevel() + operator=() # cloneReverseMap() + operator+=() # blocksPath() and 6 more... # fillHoles() # tryPlacingTile() # rotateTile() # tryTetrPositions() # addTetrOnMap() # lineGetWidth() # isMapFull() # generateMap() # trimMap() # makeSpaceForPlayers() -_mapSize terrainGenerator Engine::GameConfiguration players _IA _seed _debugMode _isMapBasic _gameOver _playerKeys droppedMap volume + GameConfiguration() + ~GameConfiguration() + GameConfiguration() + operator=() + GetPlayerKeys() + GetPlayers() + GetIA() + SetIA() + SetPlayers() + SetPlayerKeys() + GetMapSize() + SetMapSize() + GetIsMapBasic() + SetIsMapBasic() and 13 more...