

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()
```