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...