

## House::Matrix

- std::vector< Tile > vec
- size\_t dim\_x
- size\_t dim\_y

- + Matrix()
- + Matrix(size\_t dim\_x, size\_t dim\_y)
- + ElementProxy operator()(size\_t x, size\_t y)
- + ElementProxy operator()(Coords location)
- + Tile operator()(size\_t x, size\_t y) const
- + Tile operator()(Coords location) const
- + size\_t getDimX() const
- + size\_t getDimY() const
- void surroundWithWalls()