House::Matrix Coords + Matrix() + Matrix(size t dim + int x x, size t dim y) + int y + ElementProxy operator + Coords(int x=0, int y=0) ()(size tx, size ty) + Coords reverse() const + ElementProxy operator + bool operator==(const ()(Coords location) Coords &other) const + Tile operator()(size + Coords operator+(const tx, size ty) const Coords &other) const + Tile operator()(Coords location) const + size t getDimX() const + size t getDimY() const +docking station/ +tiles InputValues + bool success + size_t max_battery steps + size t total steps + size t total dirt