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MonoBehaviour
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WorldCreator

+ m_rows
+ m_columns
+ m_tilePrefab
+ m_cameraObject
+ m_offsetBetweenTiles
+ tileStateOpen
+ tileStateOccupied
+ tileStatePath
+ tileStateSelected
+ tileStateStart
+ tileStateEnd

+ GetWorldArray()
+ ClearAllWalkingTiles()
+ GetBeginNode()
+ GetEndNode()
+ GetGameObjectsTiles()
+ SelectTileEntity()
+ ButtonTowerOneClicked()
+ ButtonTowerTwoClicked()
+ ButtonTowerThreeClicked()
+ BuildTower()
+ UpgradeTower()