**class MapCreator**

GridBase gridBase;

bool hasObj;

GameObject objToPlace;

GameObject cloneObj;

MapObject objProperties;

Vector3 mousePosition;

Vector3 worldPosition;

bool deleteObj;

Void Start()

Void Update()

Void TryPlaceAnObject()

Void UpdateMousePossition()

void SelectGameObjectToPlace()

**Class MapObject**

public string objId;

public int gridPosX;

public int gridPosZ;

public GameObject modelVisualization;

public Vector3 worldPositionOffset;

public Vector3 worldRotation;

public float rotateDegrees;

public void ChangeRotation()

public SavableMapObject GetSaveableObject()

**class Node**

public int nodePosX;

public int nodePosZ;

public GameObject prefab;

public MapObject placedObj;

public bool isWalkable;

**class ResourcesManager**

public List<MapObjectBase> mapObjects;

private static ResourcesManager instance;

void Awake()

public static ResourcesManager GetInstance()

public MapObjectBase GetObjectBase(string objId)

**class MapObjectBase**

public string objId;

public GameObject objPrefab;

**class SavableMapObject**

public string objId;

public int posX;

public int posZ;

public float rotX;

public float rotY;

public float rotZ;