- # TArray< ATree \* > Trees
- + UForest()
- + void PlantTree(FVector Position, const FString &TreeTypeName, TSubclassOf
   < ATree > TreeClass, UWorld \*World)

#Forest

## **UMainMapBuilder**

- + TSubclassOf< AFloor > FloorClass
- + TSubclassOf< AWall > WallClass
- + TSubclassOf< AObstacle > ObstacleClass
- + TSubclassOf< ARadio > RadioClass
- + TSubclassOf< ATree > JungleTreeClass
- + TSubclassOf< ATree > SakuraTreeClass
- # const int TileLength
- + void BuildFloor(const FVector2D &Dimensions)
- + void BuildGeneralWalls (const FVector2D &Dimensions)
- + void BuildObstacles (const FVector2D &Dimensions)
- + void PlaceRadio(const FVector2D &Dimensions)
- + void CreateForest(const FVector2D &Dimensions)
- # int CalculateStartingPoint (int Dimension)
- # FVector2D WallLine (const FVector2D &Starting Point, const int TileAmount, const float RotationDegrees)

AActor

## **ARadio**

- # UBoxComponent \* BoxComponent
- # USkeletalMeshComponent
  \* SkeletalMeshComponent
- + static ARadio \* GetInstance (UWorld \*World, TSubclassOf
   < ARadio > RadioClass)

#Radio

#SelfInstance