UObject

UMainMapBuilder

+ TSubclassOf< AFloor
  > FloorClass

+ TSubclassOf< AWall
  > WallClass

+ TSubclassOf< AObstacle
  > ObstacleClass

+ TSubclassOf< ARadio
  > RadioClass

+ TSubclassOf< ATree
  > JungleTreeClass

+ TSubclassOf< ATree
  > SakuraTreeClass

const int TileLength

UMainMapBuilder * SelfInstance

ARadio * Radio

static UForest * Forest

+ 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)