```
GameMap
- width
- height

    selected

    tiles

    graph

+ GameMap()
+ setGI()
+ getGI()
+ getPtGi()
+ GameMap()
+ getWidth()
+ getHeight()
+ getTiles()
        -map
    Game

    curTurn

- units
+ Game()
+ Game()
+ getMap()
+ nextTurn()
+ getTurn()
+ operator<<()
+ getTurnStr()
+ toString()
```