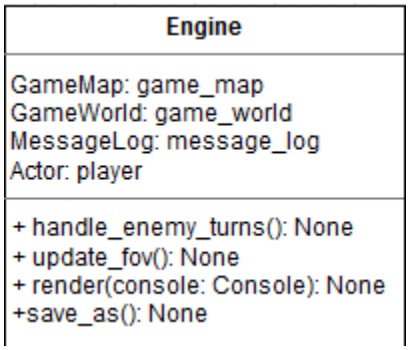
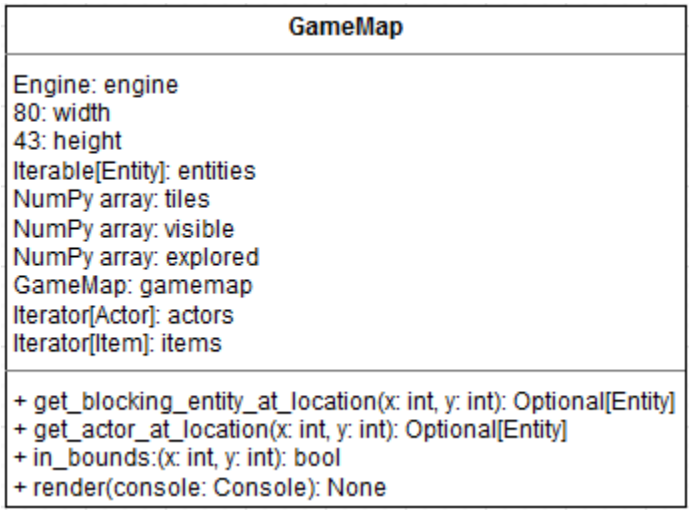
Engine: holds everything needed to render the screen and create new levels, plus a pointer to the player Actor. Also has methods for calling the ai of the enemies, updating the field of view, and rendering everything onto the console.



GameMap: holds a 2d array of tiles, two 2d arrays to determine what tiles are visible and what have been explored, and a list of all entities. Has methods to give coordinates for specific entities, as well as the logic for rendering the map onto the console



GameWorld: holds the parameters and methods for creating GameMaps, as well as the current floor