

HelProject.GameWorld.Map.HMap

- + Scale
- + NonWalkableSpacePercentage
- + Height
- + Width
- + Cells
- # WALKABLE_AJDACENT_WALL_QUANTITY_LIMIT
- # NONWALKABLE_AJDACENT_WALL_QUANTITY_LIMIT
- # DEFAULT_NONWALKABLE_CELLS_PERCENTAGE
- # DEFAULT_SMOOTHNESS
- # MINIMUM_SMOOTHNESS
- # MINIMUM_HEIGHT
- # MINIMUM_WIDTH
- # MAXIMUM_HEIGHT
- # MAXIMUM_WIDTH

- + HMap()
- + MakeRandomlyFilledMap()
- + ClearMap()
- + MakeFullMap()
- + MakeCaverns()
- + PlaceCellLogic()
- + GetNumberOfAdjacentUnwalkableCells()
- + IsCellNonwalkable()
- + IsCellOutOfBounds()
- + GetCellCopy()
- + GetCell()
- + SetCell()
- + LoadContent()
- + UnloadContent()
- + Draw()