

Scene::generateWorld

Scene::Scene

MapTile::setPosition

```
graph LR; A[Scene::generateWorld] --> C[MapTile::setPosition]; B[Scene::Scene] --> C;
```

The diagram illustrates two separate calls to the `MapTile::setPosition` method. The first call originates from the `Scene::generateWorld` method, and the second call originates from the `Scene::Scene` constructor. Both calls are represented by blue arrows pointing to the `MapTile::setPosition` method box, which is shaded gray.