

Scene::generateWorld

Scene::Scene

MapTile::setPosition

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

The diagram illustrates two calls to the `MapTile::setPosition` method. Two white boxes on the left, labeled `Scene::generateWorld` and `Scene::Scene`, have blue arrows pointing to a gray box on the right labeled `MapTile::setPosition`. This indicates that both methods in the `Scene` class invoke the `setPosition` method on a `MapTile` object.