

- numberOfFreeRollTiles numberOfFreeSuggestionTiles

 boardCSV playerPiecePrefab

- generalTilePrefab

freeSuggestionTilePrefab

 BallroomPrefab BilliardRoomPrefab

 ConservatoryPrefab - DiningRoomPrefab

freeSuggestionTiles

LoadResources()

CreateStartTile() CreateBoardTile() CreateRoom() CreateWeapons()

BuildBoard() PlaceBonusTiles() CreateShortcutTile()

GenerateBoardArrayFromCSV()

CreateRoomEntranceTile()

CreateFreeSuggestionTiles()

- CreateFreeRollTiles() - CheckNearbyTiles()

- boardWidth boardHeight

- Awake() Initialise()

CentrePrefab

- HallPrefab KitchenPrefab LibraryPrefab LoungePrefab StudyPrefab boardManager boardStringArray

 players startTiles roomEntryTiles

- rooms generalTiles shortcutTiles weaponTokens freeRollTiles

freeRollTilePrefab

 startingTilePrefab roomEntryTilePrefab shortcutTilePrefab