```cpp
#include "GameScene.h"
#include "DxLib.h"
#include "Storage.h"

Storage::Storage(GameScene* scene)
{
    mGameScene = scene;
    mSceneManager = scene->GetSceneManager();
}

void Storage::Init(Vector2 mapPos)
{

    // 画像の読み込み
    mImage = LoadGraph("Image/Storage.png");

    // スクリーン座標
    mPos = {
        mapPos.x * BLOCK_SIZE,
        mapPos.y * BLOCK_SIZE
    };

}

void Storage::Update(void)
{
}

void Storage::Draw(void)
{

    // 画像表示
    DrawGraph(
        GAME_AREA_X + mPos.x,
        GAME_AREA_Y + mPos.y,
        mImage, true);

}

void Storage::Release(void)
{
    DeleteGraph(mImage);
}

Vector2 Storage::GetPos(void)
{
    return mPos;
}
```