```
#pragma once
#include "GameCommon.h"
#include "Vector2.h"
class GameScene;
class Stage
public:
  Stage (GameScene* scene);
  void Init(int stageNo);
  void Update(void);
  void Draw(void);
  void Release(void);
  // 衝突判定
  bool IsCollosion(Vector2 mapPos);
private:
  enum class IMG_TYPE
  {
    IN_WALL,
    IN_FLOOR,
    OUT_WALL,
    OUT_FLOOR,
  };
  GameScene* mGameScene;
  int mImages[4];
  int mImageInWall;
  int mImageInFloor;
  int mImageOutWall;
  int mImageOutFloor;
  // 草
      : 0
  // 内壁:9
  // 床 :1
  int mMap[MAP_SIZE_Y][MAP_SIZE_X] = {
     { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
                         0, 0, 0, 0, 0, 0, 0, 0, 0,
                                            0, 0, 0, 0, 0, 0, 0, 0, 0, 0, },
```

};

```
{ 0, 0, 0, 0, 0, 0, 0, 0, 0, 9, 1, 1, 1, 1, 1, 1, 1, 1, 1, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, },
 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, },
 9. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. }.
 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, },
 9. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. }.
 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, },
 9. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0. 0.
 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, }
 };
// コードでステージ設定
void SetStage(int stageNo);
// 外部ファイル(csv)を使用してステージ設定
void LoadData(int stageNo);
```