

## Tile

- + renderFlag
- + spriteManager
- + dungeonManager
- + combatManager
- + animationController
- + terrain
- + decoration
- + unit
- + baseTerrain
- + baseDecoration
- + baseUnit
- + position

- + Tile()
- + AnimateUnit()
- + SpawnUnit()
- + EnableRendering()
- + DisableRendering()