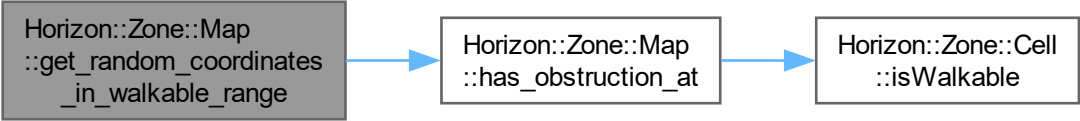


Horizon::Zone::Map
::get_random_coordinates
_in_walkable_range



```
graph LR; A[Horizon::Zone::Map::get_random_coordinates_in_walkable_range] --> B[Horizon::Zone::Map::has_obstruction_at]; B --> C[Horizon::Zone::Cell::isWalkable];
```

Horizon::Zone::Map
::has_obstruction_at

Horizon::Zone::Cell
::isWalkable