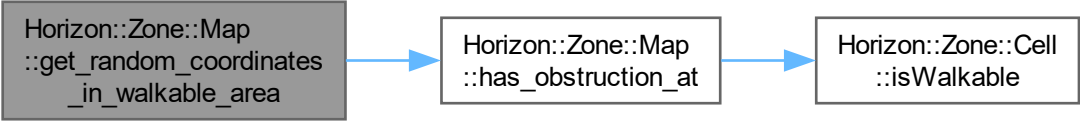


Horizon::Zone::Map  
::get\_random\_coordinates  
\_in\_walkable\_area



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

Horizon::Zone::Map  
::has\_obstruction\_at

Horizon::Zone::Cell  
::isWalkable