

IModel

```
classDiagram
    class IModel
    class TilesWalk_Building_Level_GenericMap["TilesWalk.Building.Level.GenericMap"]
    TilesWalk_Building_Level_GenericMap --|> IModel
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'IModel'. Below it is a larger box labeled 'TilesWalk.Building.Level.GenericMap'. A blue arrow points from the bottom of the 'TilesWalk.Building.Level.GenericMap' box up to the bottom of the 'IModel' box, indicating that 'TilesWalk.Building.Level.GenericMap' implements the 'IModel' interface.

TilesWalk.Building.Level.
GenericMap