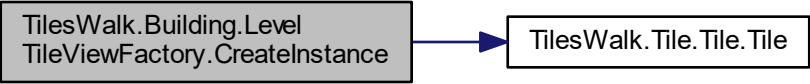


TilesWalk.Building.Level
TileViewFactory.CreateInstance



```
graph LR; A[TilesWalk.Building.Level  
TileViewFactory.CreateInstance] --> B[TilesWalk.Tile.Tile.Tile]
```

TilesWalk.Tile.Tile.Tile