```
Map
  # type
  # name
  # objects
  # length
  # width
  # max_objects
  # n object
  + Map()
  + save_map()
+ load_map()
  + serialize()
  + deserialize()
  + getObjects()
  + ~Map()
       SMap
+ calculateSpawn()
+ getSpaw()
+ useSpawn()
```