

## World

- + mapSizeInChunks
  - + chunkSize
- + chunkHeight
- + chunkDrawingRange
- + chunkPrefab
- + terrainGenerator + mapSeedOffset

+ chunkDictionary

- + chunkDataDictionary
- + ChurkDataDictionary
- + OnWorldCreated
- + OnNewChunksGenerated
- + worldData

~ SetBlock()

- + GenerateWorld()
- + GetBlockPos()
- ~ RemoveChunk()
- ~ LoadAdditionalChunkRequest()
- ~ GetBlockFromChunkCoordinates()