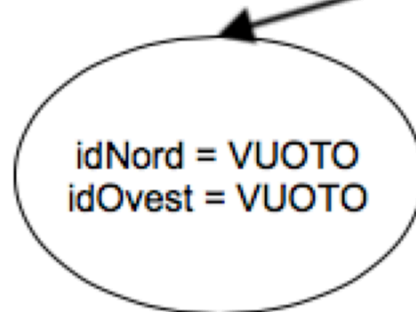
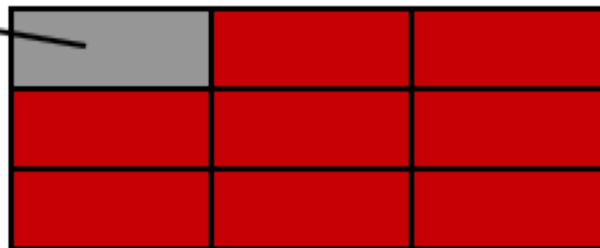





HashMap <String, Tile>



Array [][] Tile



Legenda

-  In fase di riempimento
-  Riempito
-  Vuoto