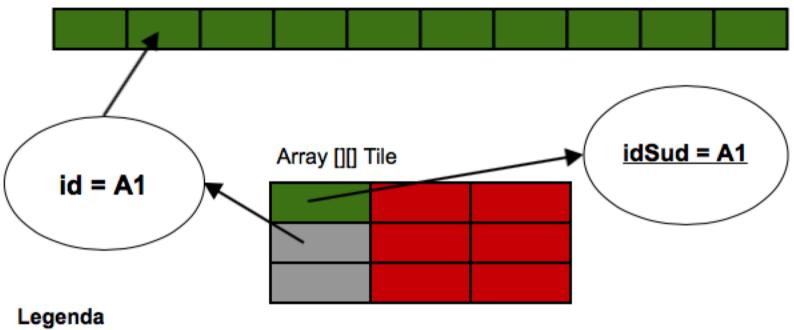
## HashMap <String, Tile>



In fase di riempimento

Riempito

Vuoto