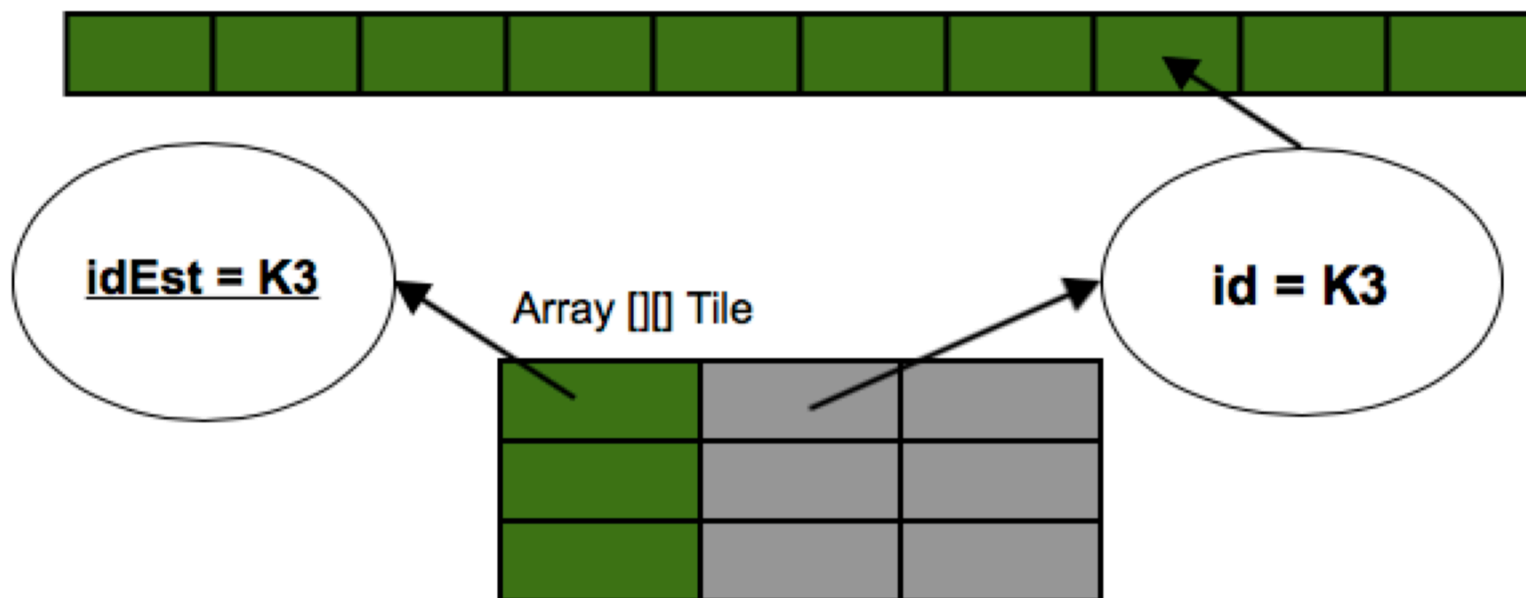





HashMap <String, Tile>



### Legenda

-  In fase di riempimento
-  Riempito
-  Vuoto