MapManager
+ unsigned int level_index + unsigned int width + unsigned int height + vector< GenericFriendly > generic_friendlies + vector< Enemy > enemies + char * new_map + bool has_rendered_map + bool loading_next_map + string file_name_start + string file_name_end + string file_contents_read_in
+ void LoadNextMap(MapManager &m, ConsoleWindowManager &c, Player &p, InventoryManager &i) + void RenderMap(ConsoleWindowManager &c) + bool IsEmpty(int x, int y) + void LoadMap(string input) + int FindEnemy(Player &p) + int FindFriendly(Player &p) - void ReadMap() - void PrintMap(ConsoleWindowManager &c) - void RefreshMap(ConsoleWindowManager &c)