RandomSpawnStrategy +getSpawnPoints(width: int, height: int, totPoints: int) : Set<Point2D> +checkNumPoints(boardDimension: int, totPoints: int): Boolean +qetDoubleSpawnPoints(width: int, height: int, p1: Set<Point2D>, p2: Set<Point2D>) : Set<Point2D> <<interface>> **SpawnStrategy** +getSpawnPoints(width: int, height: int, totPoints: int) : Set<Point2D> +checkNumPoints(boardDimension: int, totPoints: int): Boolean +getDoubleSpawnPoints(width: int, height: int, p1: Set<Point2D>, p2: Set<Point2D>) : Set<Point2D> WorldMapImpl -width: int <<interface>> -height: int WorldMap -numEnemies : int -numCollectables: int -board : Map<Point2D,Optional<Entity>> +movePlayer(m: Movement) +getBoard(): Map<Point2D,Optional<Entity>> -spawnEntity() +getPlayerPos(): Point2D +movePlayer(m: Movement) +getEntitiesPos(): List<Pair<Point2D,Class<? extends Entity>>> -moveEnemies() +getBoard(): Map<Point2D,Optional<Entity>> +getPlayerPos(): Point2D +getEntitiesPos(): List<Pair<Point2D,Class<? extends Entity>>> -getAiEnemy(): AiEnemy