Transformable		Drawable
	MapLayer::	Chunk
	- layerOpacity - layerOffset - mapTileSize - chunkTileCount - m_chunkTileIDs - m_chunkColors - m_animTiles - m_activeAnimations - m_chunkArrays	
	+ Chunk() + generateTiles() + ~Chunk() + Chunk() + operator=() + getActiveAnimations() + getTile() + setTile() + getColor() + setColor() and 7 more draw()	