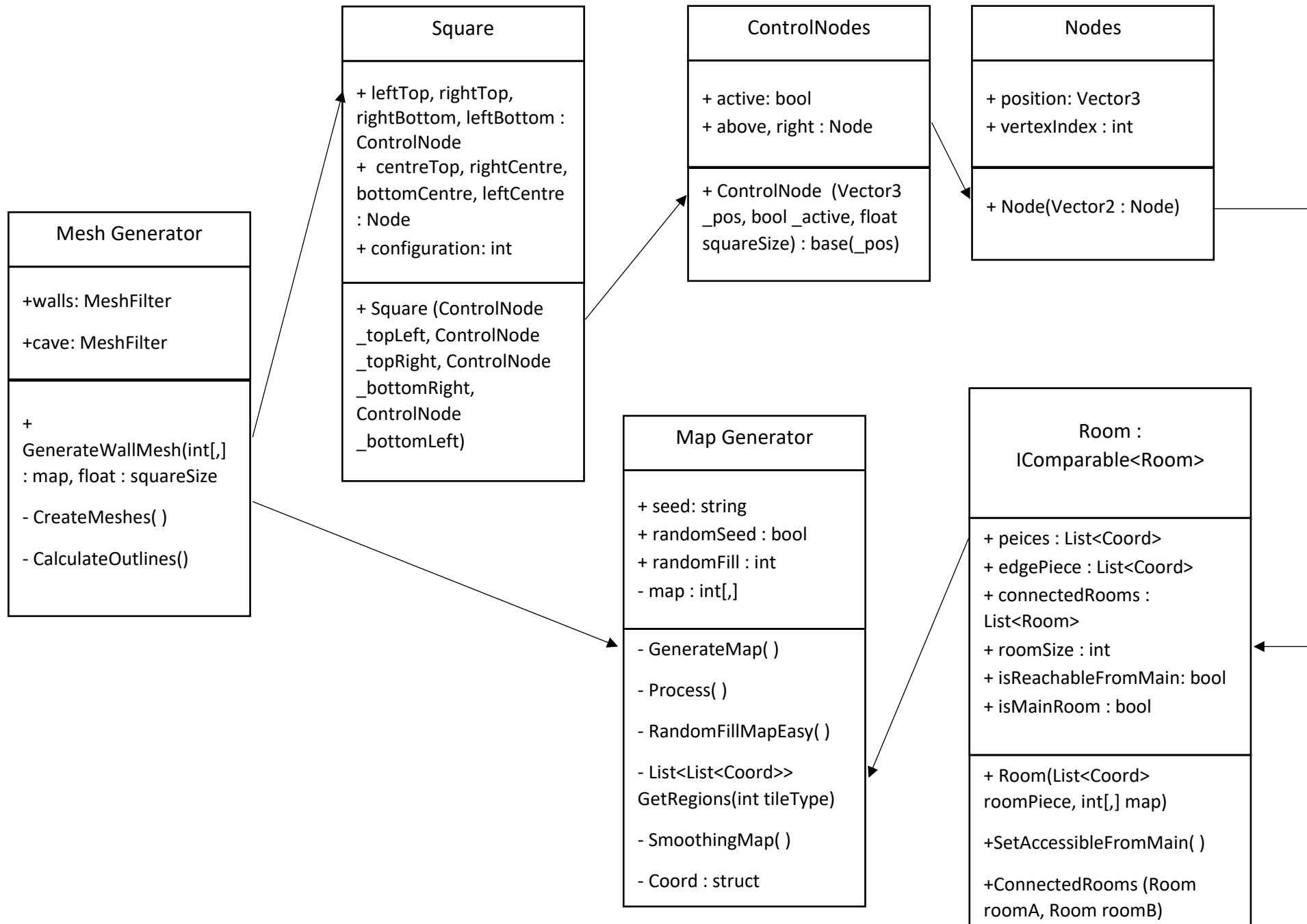


## Class diagram surrounding map spawning



## Class Diagram surrounding canvas'

