method name: **open level data** | Class name: **Level**

Clients: pygame/pytmx

Pre-condition: **level data**

         - tmx files
         - csv files

Post-condition: checks if **level data** is present
(tmx/csv files). If data is present, def **run(self)**
is passed in order to **access & open** the game
files.

Invariant: def **run(self)** pass would be
considered an invariant because it will
always pass/be true if the game files are
present. Passing this def will allow the system to access
level files and load the content of the levels on the
screen