Level Creation: Factory Method

Level = "tileManager"
MapTile = "tile"

The idea is to have multiple "tilemanager" implementation in
which each one represents a level. The level factory will
generate the correct level based on the current level number,
within the gamepanel/game control logic. Each level will also
have an enemyWave object, containing multiple enemies.

+ LevelFactory

+ createLevel(levelNum : int) : Level

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+ Level

- panel : GamePanel
- mapTiles : ArrayList<MapTile>

+ Level(panel:GamePanel)
+ spawnEnemies( )
# <abs>drawLevel( )
# <abs>loadMapImages( )

+ MapTile

- image : BufferedImage
- collision : boolean

+ MapTile(path:String, collision:boolean)
+ getSprite( ) : BufferedImage
+ setSprite(path:String)
+ isCollidable : boolean

1..*   1..*

<<creates>>   <<creates>>

<<creates>>

+ Level1

+ drawLevel( )

+ Level2

+ drawLevel( )

+ Level3

+ drawLevel( )