Level
+ difficultysettings
+ levelcount
# game
# player
# ui
# zombieSpriteSheet
# zombies
# levelBackground
+ Level()
+ operator=()
+ ~Level()
+ blit()
+ events()
+ update()
+ collision_detection()
+ getVolume()
+ getZombieSprite()
+ getZombies()
# Level()

Newlevel
+ Newlevel()
+ ~Newlevel()