

WorldState

- `std::map< std::string, int > variables`
- `int careerPoints`
- `int rank`
- + `void SetVariable(const std::string &key, int value)`
- + `int GetVariable(const std::string &key) const`
- + `void AddCareerPoints(int points)`
- + `int GetRank() const`
- `void UpdateRank()`