

## Level

- int width
- int height
- AreaType areaType
- std::vector< std::string  
> grid

- + Level(int width, int  
height, AreaType areaType)
- + void Generate()
- + std::vector< std::string  
> & GetGrid()
- + AreaType GetAreaType  
( ) const
- + bool IsWalkable(int  
x, int y) const