

GameLogic::Level



```
classDiagram
    class GameLogicLevel["GameLogic::Level"]
    class GameSFMLLevel["GameSFML::Level"]
    GameSFMLLevel --|> GameLogicLevel
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled "GameLogic::Level". Below it is a white box labeled "GameSFML::Level". A blue arrow points from the "GameSFML::Level" box up to the "GameLogic::Level" box, indicating that "GameSFML::Level" inherits from "GameLogic::Level".

GameSFML::Level