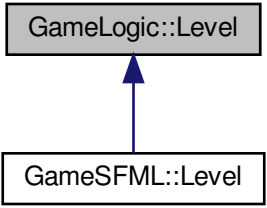


GameLogic::Level



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

The diagram consists of two rectangular boxes. The top box is shaded gray and contains the text 'GameLogic::Level'. The bottom box is white and contains the text 'GameSFML::Level'. A solid blue arrow points vertically from the top of the bottom box to the bottom of the top box, indicating a directed relationship, likely inheritance.

GameSFML::Level