

GameLogic::Level



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

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "GameLogic::Level". Below it is a gray rectangular box with a black border containing the text "GameSFML::Level". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that GameSFML::Level inherits from GameLogic::Level.

GameSFML::Level