

## LevelLoader

+ std::vector< std::string > m\_levelFileNames

+ int m\_selectedButtonIndex

+ LevelLoader()

+ ~LevelLoader()

+ void update(sf::Time t\_deltaTime)

+ void render(sf::RenderWindow &m\_window)

+ void initLevelSelectionButtons()

+ void goToMainMenu(sf::Vector2i m\_mousePosition, GameState &m\_gameState)

+ void handleLevelSelectionMouseInput(sf::Vector2i m\_mousePosition)