

LevelEditor

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+ std::vector< std::vector< Tile > > m_tiles
+ const int m_numRows
+ const int m_numCols

+ LevelEditor()
+ void update(sf::Time t_deltaTime, sf::RenderWindow &m_window)
+ void render(sf::RenderWindow &m_window)
+ void renderLoadedLevel(sf::RenderWindow &m_window)
+ void handleMouseInput(sf::Vector2i m_mousePosition, GameState &m_gameState, sf::RenderWindow &m_window)
+ void handleRotationInput(sf::Event m_event)
+ void saveLevelToFile(const std::string &m_filename)
+ void loadLevelFromFile(const std::string &m_filename)
+ void loadLevelForLevelEditor()
+ void animationForResources()
+ void animationForWeed()
+ void releaseDragRect()
+ void resetFogOfWar()
```