AssetModel

-sounds: Map<String, Sound>
-music: Map<Strings, Music>
-difficultySettings: Map<int, DifficultySettings>
-images: Map<String, Image>
-tutorials: Map<String, TutorialMessage>
-levels: Map<int, LevelModel>

+AssetModel()
+getSounds(): Map<String, Sound>
+getMusic(): Map<Strings, Music>
+getDifficulty(): Map<int, DifficultySettings>
+getImages(): Map<String, Image>
+getTutorials(): Map<String, TutorialMessage>
+getevels(): Map<int, LevelModel>