## LevelContext

- -levelModel: LevelModel
- -music: String
- -image: String
- -tutorials: List<String>
  -elementUIContextFamily: ElementUIContextFamily
  - +LevelContext(levelModel: LevelModel)
  - +getLevelModel(): LevelModel
  - +getMusic(): String
- |+getImage(): String |+getTutorials(): List<String>
- +getElementUlContextFamily(): ElementUlContextFamily