/loads all levels from json into a list sorted per ID

## Level

-ID: int

-levels: List<Level>

-levelInfo: Status

-goal: LambdaTerm

-hint: LambdaTerm

-music: Sound

-bglmage: Image

-sprite: Sprite

+Level()

+getLevels(): List<Level>

+getID(): int

+getLevelInfo(): Status

+LevelStatus

+getHint(): LambdaTerm

+getMusic(): Sound

+setMusic(music: Sound)

+getBgImage(): Image

+setBgImage(image: Image)

+getSprite(): Sprite

+setSprite(sprite: Sprite)

public enum Status() {
 LOCKED,
 ACTIVATED,
 COMPLETED
}

/set items from the shop to use in sandbox (Shop.activate(ID))
/setters only work for level with ID = 0
/each level of difficulty has his own items