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LevelViewController
-stage: scene2d.Stage
-InputProcessor: InputMultiplexer
+LevelmenuViewController()
-startLevel(level: LevelModel) (
+dispose()
+show()
+hide()
+resume()
+pause()
+render(delta: float)
+resize(width: int, height: int)
```

```
/ID == 0 for sandbox
/ID == 1 to levels.length() for real level
```