StatistikModel

-playedTime : int
-solvedLevels : ArrayList<Level>
-numberOfTrial : int
-successRate : float

+getPlayedTime():int
+ getSolvedLevels() : ArrayList<Level>
+getNumberOfTrial(): int
+getSuccessRate() : float
+setPlayedTime(int)
+addSolvedLevel(Level)
+setNumberOfTrial(int)
+setSuccessRate(float)
+resetStatistic()