LevelViewController

-model: LevelModel
-stage: scene2d.Stage
-InputProcessor: InputMultiplexer

+LevelmenuViewController()
+update(levelinfo: byte[])

-startLevel(level_id: int): Level
-toMainmenu()

+dispose()
+show()
+hide()
+resume()
+pause()
+render(delta: float)
+resize(width: int, height: int)