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