

## AssetModel

-assets: AssetModel

-sounds: Map<String, Sound>

-music: Map<Strings, Music>

-difficultySettings: Map<int, DifficultySetting>

-images: Map<String, Image>

-tutorials: Map<String, TutorialMessage>

-levels: Map<int, LevelModel>

-AssetModel()

+getAssets(): AssetModel

+getSoundByKey(): Sound

+getMusicByKey(): Music

+getDifficultySettingByKey(): DifficultySetting

+getImageByKey(): Image

+getTutorialByKey(): TutorialMessage

+getLevelByKey(): LevelModel