



/loads all levels from json into a list
sorted per ID

levels[0].ID == 0 == Level with ID == 0
levels[1].ID == 1 == Level with ID == 1
...

```
for(int i = 0; i < levels.length(); i++) {  
    switch(levels[i]) {  
        case 0:  
            /displays level locked  
            break;  
        case 1:  
            /displays level activated  
            break;  
        case 2:  
            /displays level activated & completed  
            break;  
    }  
}
```

/dient lediglich dazu, um anzuzeigen, welches Level
geloct ist und welches nicht
(/besser mit enum?)