Level loading and randomization progress

This document describes the entire process that loads a complete LevelMap with random room and progression and draws it on screen.

1) LevelBuilder is responsible for choosing the room to load. The loading task is scheduled to the LevelSerializer class, which saves and loads binary .lvl files.

2) LevelBuilder class builds the final LevelMap by combining several LevelMap files. The output is still a LevelMap. This class achieves Map combining through matrix drawing and SupportInfo chaining by chaining the HashMaps which contain the information.

3) Final LevelMap is headed into ProgressionRandomizer class, which uses a ProgressionTree and the support info contained in the HashMaps to randomize the progress (key -> door)

4) LevelConstructor class, draws the Matrix on screen and sets collisions for walls and Points of Interests (alarms, minigames, keys, doors, etc) on the map. This is the only class which interacts with Slick2D graphical library