package dungeoncrawl;

public class levelVariables { //stores information about the level, implemented as an array in the dungeonCrawl class

private int height = 0; //stores height

private int width = 0; //stores width

private int enemies = 0; //stores enemy count

public int getHeight() {return height;} //returns height

public int getWidth() {return width;} //returns width

public int getEnemies() {return enemies;} //returns enemy count

public void setHeight(int newHeight) {this.height = newHeight;} //set a new value to height

public void setWidth(int newWidth) {this.width = newWidth;} //set a new value to width

public void setEnemies(int newEnemies) {this.enemies = newEnemies;} //set a new value to the number of enemies

}