

## Level

- + int LevelNumber
- + List< Vector2 > positions
- PackedScene Playerfloat pointsMultiplier
- Player player
- Camera2D camera
- AnimatedSprite background
- PauseMenu pauseMenu- LevelComplete levelCompleteMenu
- GameHUD hud
- Position2D startPosition
- Area2D endPosition
- int attemptCountdouble progress
- + delegate void PlayerDead()
- + delegate void PlayerPerformed
- MainAction()
- + delegate void PlayerPickup()
- + override void \_Ready()
- + override void \_Process (float delta)
- + override void Draw()
- + void Restart()
- + void UpdateProgress()
- + int GetPoints()
- + void MoveViewPort()
- + void Pause()
- + void SaveData()
- + void OnPlayerDead()
- + void OnPlayerPickup()
- + void OnPlayerPerformedMain
- Action()
  + void OnHudPausePressed()
- + void OnHudPauseMouseEntered()
- + void OnHudPauseMouseExited()
- + void OnPauseMenuRestartPressed()
- + void OnEndPositionBodyEntered
- (Node body)