

+ int LevelNumber

+ List< Vector2 > positions

PackedScene Playerfloat pointsMultiplier

Player playerCamera2D camera

- AnimatedSprite background

- PauseMenu pauseMenu

LevelComplete levelCompleteMenu
 GameHUD hud

- Position2D startPosition

- Area2D endPosition- int attemptCount

- double progress

+ override void Readv()

+ override void \_Process (float delta)

+ override void \_Draw() + void Restart()

+ void UpdateProgress()

+ int GetPoints() + void MoveViewPort()

+ void Pause() + void SaveData()

+ void OnPlayerDead()+ void OnHudPausePressed()

+ void OnHudPauseMouseEntered()

+ void OnHudPauseMouseExited() + void OnPauseMenuRestartPressed()

+ void OnEndPositionBodyEntered (Node body)