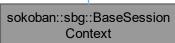**sokoban::SessionContext**

player_
console_
modFolderPath_
currentlevelPath_

+ multimodalInterface()
+ initialize()
+ executeCommand()
+ drawLevel()
+ loadLevel()
+ incrementLevelNumber()
+ hasNextLevel()
+ supportsSaveGames()
+ saveGame()
+ loadGame()
  and 8 more...

sokoban::sbg::BaseSession Context

+ BaseSessionContext()
+ multimodalInterface()
+ executeCommand()
+ drawLevel()
+ initialize()
+ loadLevel()
+ incrementLevelNumber()
+ supportsSaveGames()
+ hasNextLevel()
+ saveGame()
+ loadGame()