

```
1 package program;
2
3 import de.fhbielefeld.pmdungeon.vorgaben.game.Controller.MainController;
4
5 public class Controller extends MainController{
6     private Hero hero;
7     @Override
8     protected void setup() {
9         hero = new Hero();
10        entityController.addEntity(hero);
11        camera.follow(hero);
12    }
13
14    @Override
15    protected void beginFrame() {
16    }
17
18
19    @Override
20    protected void endFrame() {
21        if(levelController.checkForTrigger(hero.getPosition())) {
22            levelController.triggerNextStage();
23        }
24    }
25
26    @Override
27    public void onLevelLoad() {
28        hero.setLevel(levelController.getDungeon());
29    }
30 }
31
```