

```
{Level
```

```
|+ tileSize
```

```
|+ getNameByCoords()
```

```
+ generateLevel()
```

```
+ generateSpecificLevel()
```

```
+ generateLevelByPosition()
```

```
+ getLevelIdByPosition()
```

```
+ generateBirdsForLevel()
```

```
+ setWorldLayer()
```

```
+ setFoliageLayer()
```

```
+ getLayerIndexForLevel()
```

```
+ srepCoordinates()
```

```
+ getIdentifierPosition()
```

```
+ createTile()
```

```
+ addTile()
```

```
+ createSprite()
```

```
+ addSprite()
```

```
+ createDefaultLevel()
```

```
}
```