

<<interface>>

## LevelBuilder

+ setTime(time : double) : LevelBuilder  
+ setSurvival() : LevelBuilder  
+ addBall(size : int, velocity : Vector2D, color : BallColor, pos : Point2D) : LevelBuilder  
+ addWall(width : double, height : double, pos : Point2D) : LevelBuilder  
+ addAvailablePower(powerSupplier : Supplier<Power>) : LevelBuilder  
+ setBallGravity(gravity : Vector2D) : LevelBuilder  
+ addPlayer(input : InputReader, playerTag : PlayerTag) : LevelBuilder  
+ build() : Level

builds

<<interface>>

## Level



LazyLevelBuilder