

```
1  #ifndef LEVELEMENTINTERFACE_H
2  #define LEVELEMENTINTERFACE_H
3  #endif
4  #include "string"
5  #include "SDL.h"
6
7  class Bottle;
8
9  class LevelElementInterface {
10 public:
11     virtual void render() = 0;
12     virtual void tick() = 0;
13     virtual void restart() = 0;
14     virtual void close() = 0;
15     virtual bool loadMedia() = 0;
16     virtual std::string getType() = 0; // "PLAYERRIGHT", "PLAYERLEFT",
        "BOTTLE", "BACKGROUND"
17     virtual Bottle* spawnBottle() = 0;
18     virtual void checkInput() = 0;
19     virtual std::string isDead() = 0; // "NOTDEAD", "DEADPLAYER",
        "BROKENBOTTLE"
20 };
```