

## World

- + World()
- + ~World()
- + set\_Camera()
- + get\_Camera()
- + render\_Win()
- + update()
- + handle\_Event()
- + render()
- + collision\_Detection()
- + get\_Player()
- + get\_LevelSegmente()
- + openSkilltree()
- + openquest()
- + initialize\_Level()
- + try\_swapLevel()