Levels as Plugins

Levels in the game are stored as plugins, which are stored in a JSON file that contains information about the current level's maze; such as, its width, height, layout, enemy patterns, etc.… The maze's information is grabbed from the file and stored in the appropriate java objects; for instance, the maze's layout is stored in a two-dimensional char array. After that, a maze object gets created with the given specifications, which then can be returned to the class containing an instance of the level class.