```
GraphicsArenaViewer
-Arena *arena_;
-bool paused_;
-nanogui::Button *pause_btn_;
-nanogui::FormHelper *gui;
-nanogui::FormHelper *new_gui;
-double last dt;
-double robot battery level;
-int num Wins;
-int num Losses;
+void UpdateSimulation(double dt) override;
+void OnRestartBtnPressed();
+void OnPauseBtnPressed();
+void OnMouseMove(int x, int y) override;
+void OnLeftMouseDown(int x, int y) override;
+void OnLeftMouseUp(int x, int y) override;
+void OnRightMouseDown(int x, int y) override;
+void OnRightMouseUp(int x, int y) override;
+void OnKeyDown(const char *c, int modifiers) override;
+void OnKeyUp(const char *c, int modifiers) override;
+void OnSpecialKeyDown(int key, int scancode, int modifiers);
+void OnSpecialKeyUp(int key, int scancode, int modifiers)
+void DrawUsingOpenGL(void) override {}
+void DrawUsingNanoVG(NVGcontext *ctx) override;
-void DrawHomeBase(NVGcontext *ctx, const class HomeBase* const home);
-void DrawObstacle(NVGcontext *ctx,
  const class Obstacle* const obstacle);
-void DrawPlayer(NVGcontext *ctx, const class Player* const player);
-void DrawRobot(NVGcontext *ctx, const class Robot* const robot);
```



	EventProximity	
	-inrange_ : bool - event_left : bool -event_right : bool	
	+EventProximity()	
EventDistressCall		
+EventDistressCall()		
	EventTypeEmit	
	+ EventTypeEmit()	
	LventrypeLinity	







