AnchorPane AboutScene StoreScene MainScene +buyButton1: ButtonStyle +home: ButtonStyle +startButton1: Button +buyButton2: ButtonStyle +startButton: ButtonStyle +buyButton3: ButtonStyle +storeButton: ButtonStyle +AboutScene() +selectButton1; ButtonStyle +aboutUsButton; ButtonStyle -Homebutton(): void +selectButton2:ButtonStyle +exitButton: ButtonStyle -createBackground(): void +selectButton3: ButtonStyle -STARTPAGE BUTTONS START X: int {read only} -Image(): void +character: Text -STARTPAGE BUTTONS START Y: int {read only} +coins: Text +StartPageButtons: List<ButtonStyle> +characters; String[] +Bought: boolean[] +MainScene() +home: ButtonStyle -addStartPageButton(button: Button): void -BUTTONS START X: int {read only} -createButtons(): void -BUTTONS START Y: int {read only} -createStartButton(): void -IMAGE_START_X: int {read only} -createStoreButton(): void -IMAGE START Y: int {read only} -createAboutUsButton(): void -createBackground(): void +StoreScene() -createBackground(); void -createButtons(): void -createCharacter(): void -BuyButton1(): void -BuyButton2(): void -BuyButton3(): void -SelectButton1(): void -SelectButton2(): void -SelectButton3(): void -Character1(): void -Character2(); void -Character3(): void







