extends Sprite

func \_ready():

get\_parent().get\_node("logout\_btn").connect("pressed",self,"renderLogoutBox")

$close\_btn.connect("pressed",self,"closeLogoutBox")

$accept\_btn.connect("pressed",self,"handleLogout")

pass

func renderLogoutBox():

self.show()

func closeLogoutBox():

self.hide()

func handleLogout():

root.switch\_scene("res://entities/Main/Launch.tscn")