SettingsManager

+ fullscreen
+ toggledFullScreen
+ windowRef
+ windowSize

+ ToggleFullscreen()
+ GetInstance()
# SettingsManager()

#instance

+settingsManager

MainMenuGUI

+ displayMainMenu
+ displayPauseMenu
+ displaySettings
+ displayDifficulty
+ displayControls
+ displayDeathScreen
+ canDisplayPauseMenu
+ mainMenuClosed
+ quitClicked
+ saveGameClicked
and 33 more...

+ Draw()
+ LoadTextureFromFile()
+ DisplaySettings()
+ DisplayMainMenu()
+ DisplayPauseMenu()
+ DisplayDifficultyMenu()
+ DisplayControlsMenu()
+ DisplayDeathScreen()
+ HideMenus()
+ GetInstance()
# MainMenuGUI()

#instance