

I am responsible for the user interface and game state management. As the UI lead, I plan to implement the Renderable interface, and the Layout, Button and TextBox classes.

The green classes are the ones I will fully implement / contribute to the most. Because I am the UI developer, I will also dabble in the classes shaded light green. For example, since button presses require the "user click" input, I will handle that input in inputHandler and notify the button accordingly.

