

Screen

Eigenschaften

- `textFormat : TextFormat`
- `subFormat : TextFormat`
- `scoreFormat : TextFormat`

Funcities

`Screen() : void`

IntroScreen

Eigenschaften

- `title : textField`
- `start : textField`
- `START_GAME : String = start game`
- `dir : Boolean = true`

Funcities

`IntroScreen() : void`

`init(e) : void`

`onKeyup(e) : void`

`loop(e) : void`

Scoreboard

Eigenschaften

- `_scores : Array = []`
- `left : Textfield`
- `right : Textfield`
- `.`
- `.`
- `.`

Funcities

`set player1(value) : void`

`set player2(value) : void`

`get player1() : number`

`get player2() : number`

`Scoreboard() : void`

`init(e) : void`