```
Menu
# sf::RenderWindow *
  window
# sf::View * view
# Catan * game
# sf::Font font
# float xPart
# float yPart
# sf::Vector2f mousePosition
# const float BUTTON
  PADDING
# const float TITLE SCALE
# const float BUTTON
  SCALE
# const unsigned int
  TITLE SIZE
# const unsigned int
  REGULAR BUTTON SIZE
# const unsigned int
  SMALL BUTTON SIZE
# const sf::Color NORMAL
  _COLOR
# const sf::Color HOVER
  COLOR
# const sf::Color ACTIVE
  COLOR
# const sf::Color INACTIVE
  _COLOR
+ Menu(sf::RenderWindow
   *window, sf::View *view,
  Catan *game)
+ virtual ~Menu()=default
+ virtual void draw()=0
+ virtual void update
  (sf::Vector2f mousePosition)=0
# void updateMousePosition()
# sf::Vector2f getCenterPosition
  () const
# float getXPos(float
  multiplier) const
# float getYPos(float
  multiplier) const
          GameMenu
+ GameMenu(sf::RenderWindow
   *window, sf::View *view,
   Catan *game)
+ void draw() override
```

void update(sf::Vector2f
mousePosition) override