Button # sf::Text text # float originalScale # float currentScale # bool isAnimating # float animationSpeed # const float maxScale # const float minScale + Button(const std:: string &text, const sf::Font &font, float x, float y) + virtual ~Button()=default + virtual void draw(sf ::RenderWindow &window) + virtual void update (sf::Vector2f mousePosition) virtual bool isHovered () const + virtual bool isClicked (sf::Vector2f mousePosition) const + virtual void animate() + void setCharacterSize (unsigned int size) + void setString(const std::string &str) + sf::Text & getText()

MenuButton

+ const sf::Text & getText

() const

+ MenuButton(const std ::string &text, const sf::Font &font, float x, float y)