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

StartMenu

+ StartMenu(sf::RenderWindow
  *window, sf::View *view,
  Catan *game)

+ void draw() override

+ void update(sf::Vector2f
  mousePosition) override