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

BankMenu

- + BankMenu(sf::RenderWindow *window, sf::View *view, Catan *game)
- + void draw() override
- + void update(sf::Vector2f mousePosition) override

GameMenu

- + GameMenu(sf::RenderWindow *window, sf::View *view, Catan *game)
- + void draw() override
- + void update(sf::Vector2f mousePosition) override

StartMenu

- + StartMenu(sf::RenderWindow *window, sf::View *view, Catan *game)
- + void draw() override
- + void update(sf::Vector2f mousePosition) override

TradeMenu

- + TradeMenu(sf::RenderWindow *window, sf::View *view, Catan *game)
- + void draw() override
- + void update(sf::Vector2f mousePosition) override