InputHandler

current_command_array

+ InputHandler()
+ ~InputHandler()
+ handleInput()

Menu

+ render()
+ getNumberOfMenuChoices()
+ ~Menu()
+ getSelectedTextPtr()
+ getMenuText()

GameState

- game_state_status

+ GameState()
+ changeState()
+ ~GameState()
+ getState()

-menu

-game_state

MenuInputHandler

- window
- key_escape
- closed
- key_down
- key_s
- key_up
- key_w
- key_space

+ handleInput()
+ MenuInputHandler()
+ ~MenuInputHandler()
- handleKeyInput()