RenderService

+ virtual ~RenderService ()=default
+ virtual sf::RenderWindow & getRenderWindow()=0
+ virtual sf::Vector2u getWindowSize() const =0

Renderer

- sf::RenderWindow window
- sf::Font font
- sf::Texture atlas
- sf::VertexArray vertices

+ Renderer(unsigned int width, unsigned int height, const std ::string &title="Before Crisis")
+ void Clear()
+ void Display()
+ void RenderWorld(const Level &level, const sf ::Vector2f &playerPos)
+ void RenderMessage (const std::string &message)
+ sf::RenderWindow & getRenderWindow() override
+ sf::Vector2u getWindowSize () const override
- bool LoadResources()