## Button

- + static sf::SoundBuffer soundBuffer
- + static sf::Sound hoverSound
- - std::unique_ptr< sf ::RectangleShape > background
- - std::unique_ptr< sf ::Text > label
- - std::function< void ()> onClick
- - std::shared_ptr< AudioService > audio_service_
- - bool isHovered

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- + Button(const std:: string &text, sf::Font &font, sf::Vector2f position, std::function< void()> onClick, std::shared_ptr< AudioService > audio_service)
- + void update()
- + void handleInput(const sf::Event &event, sf ::RenderWindow &window)
- + sf::RectangleShape getBackground() const
- + sf::Text getLabel() const
- + void setPosition(sf ::Vector2f pos)
- + sf::Vector2f getBackground Size() const