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()