

Desafio
+ direcao: string + cor: Scalar + corNome: string
+ Desafio() + Desafio(dir: string, c: Scalar, c_nome: string)

Jogador
- nome: string - pontuacao: int
+ Jogador() + Jogador(n: string) + Jogador(n: string, p: int) + getNome(): string + getPontuacao(): int

Mixer
- MIN_MAX_VOLUME: static const int = 128 - musica: Mix_Music* - soundEffect: Mix_Chunk*
+ Mixer() + setupMixer() : int + loadMusic(path: const char*): int + loadSoundEffect(path: const char*): int + playMusic(): void + playSoundEffect() : void + stopSoundEffect() : void + setVolume(tipo: int, vol: int) : void + quitMixer() : void

Debouncer
- lastTriggerTime: std::chrono::steady_clock::time_point - debounceDelay : std::chrono::milliseconds
+ Debouncer(delayMs : int) + debounce(currentState : bool) : bool