View

SDL_Window * window
SDL_Renderer * renderer

+ View(SDL_Window *shared Window, SDL_Renderer *shared Renderer)
+ virtual ~View()

GameEnd

- int close
- SDL_Window * window
- SDL_Renderer * renderer
- TTF_Font * font
- std::string text

+ GameEnd(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
+ GameEnd(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer, std::string text)
+ void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
+ void changeText(std::string text)
+ int showgameend()