View

- # SDL Window * window
- # SDL Renderer * renderer
- + View(SDL_Window *shared Window, SDL_Renderer *shared Renderer)
- + virtual ~View()

Credits

- SDL Window * window
- SDL Renderer * renderer
- SDL_Surface * screen
- TTF_Font * font
- + Credits(SDL_Window *sharedWindow, SDL Renderer *sharedRenderer)
- + ~Credits()
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + void ShowCredits()

Game

- bool close
- int running
- bool lose
- SDL Window * window
- SDL Renderer * renderer
- + int Run()
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + int GetInput()
- + Game(SDL_Window *shared Window, SDL_Renderer *shared Renderer)
- + void PauseMenu()
- + void gameEndMenu()

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()

Menu

- int close
- SDL Window * window
- SDL Surface * screen
- SDL Renderer * renderer
- TTF Font * font
- + Menu(SDL_Window *shared Window, SDL_Renderer *shared Renderer)
- + ~Menu()
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + int showmenu()

Multiplayer

- SDL_Window * window
- SDL_Renderer * renderer
- bool close
- ENetAddress address
- ENetHost * client
- ENetPeer * peer
- ENetEvent event
- GameData * gameData
- int eventStatus
- bool connected
- bool running
- bool results
- uint32_t connectID
- + Multiplayer(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + ~Multiplayer()
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + int Run(char *ip)
- void pollSDLEvent(ENetPeer *peer)
- int connect(char *ip)
- void handleServer()
- void clientToGame(Client Data *clientData)
- void gameEndMenu()

Pause

- int close
- SDL_Window * window
- SDL Renderer * renderer
- TTF Font * font
- + Pause(SDL_Window *shared Window, SDL_Renderer *sharedRenderer)
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + int showpause()