View

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

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()