View

SDL_Window * window
SDL_Bandarar * randorar

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



Game

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