

## BaseMenu

- + MenuManager.MenuType MenuType
- # MenuManager MenuManager
- + override void \_Ready()
- + void PushMenu(MenuManager. MenuType newMenu)
- + void PopMenu()
- + void SetRootMenu(MenuManager. MenuType newMenu)
- # virtual void SetupMenu()



## MainGame

- + override void \_Ready()
- + override void \_Input (InputEvent @event)