

BaseMenu

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



PauseMenu

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