# CanvasLayer

### AugmentInventory

- + override void \_Ready()
- + override void \_Unhandled Input(InputEvent @event)
- + void SetVisibility (bool isVisible)
- + void AddAugmentToInventory (Augment augment)
- + void LeftButtonPressed()
- + void RightButtonPressed()
- + void FuseSelectedAugments()
- + void AddRandomAugment()
- + GridContainer GetInactive Augments()
- + HBoxContainer GetActiveAugments()

### 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)

### MainHub

+ override void Ready()

### MainMenu

+ override void \_Ready()

#### PauseMenu

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

## SettingsMenu

+ override void Ready()