

ScoreManager

- + ScoreManager()
- + ~ScoreManager()
- + int getPlayerScore()
() const
- + void setPlayerScore(int score)
- + int getHighScore()
const
- + void setHighScore(int score)
- + int getTotalScore()
- + void loadScore()
- + void saveScore()
- + void updateHighScore(int score)
- + void recordGame(int score, float gameTime)