

Game
<ul style="list-style-type: none"> + GameState currentState + int menuSelection + int optionsMenuSelection + int controlSelection + int controlMenuSelection + int levelMenuSelection + int storeMenuSelection + int magazineSize + GameState previousState + bool playSound + bool useMouseControl + ControlType currentControlType + uint32_t lastEnemySpawnTime + int enemySpawnInterval + int maxEnemyCount + LevelSelection currentLevel
<ul style="list-style-type: none"> + GameState getCurrentState () const + bool hasStateChanged () const + void setCurrentState (GameState state) + Game() + Game(int windowWidth, int windowHeight) + void menuInput(const char input) + void runningInput(const char input) + void controlInput(const char input) + void levelInput(const char input) + void storeInput(const char input) + void update() + void resetGameObjects() + void saveScore() + int getPlayerScore () const + void setPlayerScore (int score) et 25 de plus...