Screen

m_background
m_buttons
m_texts

+ Screen()
+ Screen()
+ ~Screen()
+ addButton()
+ removeButton()
+ setBackground()
+ addText()
+ clearTexts()
+ getButtons()
+ getTexts()
+ render()
+ clean()
+ clearText()
+ renderText()
+ clickButton()
+ handleKeyPressed()
+ updateContent()
+ getSize()

GameScreen

+ GameScreen()
+ GameScreen()
+ render()
+ renderText()
+ clean()
+ clickButton()
+ initDialog()
+ updateDialog()
+ handleKeyPressed()