Shape + Shape() + Shape() vector< Button *> vector< Text *> + Shape() + operator=() + ~Shape() + render() + set_file_name() + getSize() #m_background #m_buttons #m_texts Screen + 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()