

## TheTraitor::Button

- + Button()=delete
- + Button(sf::Vector2f position, sf::Vector2f size, sf::Vector2f offset, std::string text, const sf::Font &font, sf::RenderWindow &window, unsigned int characterSize =24, sf::Color shapeFillColor=sf::Color::White, sf::Color shapeOutlineColor =sf::Color::White, float shapeOutlineThickness =5, sf::Color shapeHoverColor=sf::Color::White, sf::Color labelFillColor=sf::Color::Black, sf::Color labelOutlineColor=sf::Color::White)
- + bool isMouseOver(sf::Vector2f mousePosition) const
- + void updateHoverEffect(bool isHovered)
- + void render()
- + void setShapeOutlineColor(sf::Color color)
- + void setLabelFillColor(sf::Color color)
- + void setDisabled(bool disabled)
- + void setLabelString(std::string labelString)