

TheTraitor::IGamePhase

- + virtual ~IGamePhase
()=default
- + virtual void render
(const GameState &gameState,
int localPlayerID, float
elapsedTime=0, int roundCounter=0)=0
- + virtual const ViewData
& handleInput(const InputData
&inputData)=0



TheTraitor::ResolutionPhase

- + ResolutionPhase(sf
::RenderWindow &window,
sf::Font &font, const
std::vector< sf::Texture
> &avatarTextures)
- + void render(const GameState
&gameState, int localPlayerID,
float elapsedTime=0, int roundCounter
=0) override
- + const ViewData & handleInput
(const InputData &inputData)
override
- + void setActions(const
std::vector< ActionPacket
> &actions)