

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::DiscussionPhase

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