

## 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::WinPhase

- + WinPhase(sf::RenderWindow  
&window, sf::Font &font)
- + void render(const GameState  
&gameState, int localPlayerID,  
float elapsedTime=0, int roundCounter  
=0) override
- + const ViewData & handleInput  
(const InputData &inputData)  
override