

## 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::ActionPhase

- + ActionPhase(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
- + void setEventLog(const  
std::vector< ActionPacket  
> &actions)