

## TheTraitor::GameView

- + GameView(sf::RenderWindow &window, std::string executableFolderPath)
- + const ViewData & handleMenuInput(const InputData &inputData)
- + const ViewData & handleLobbyInput(const InputData &inputData)
- + const ViewData & handleDiscussionPhaseInput(const InputData &inputData)
- + const ViewData & handleActionPhaseInput(const InputData &inputData)
- + const ViewData & handleResolutionPhaseInput(const InputData &inputData)
- + const ViewData & handleGameOverInput(const InputData &inputData)
- + const ViewData & handleWinInput(const InputData &inputData)
- + void renderMenu()
- + void renderLobby(const GameState &gameState, int localPlayerID)
- + void renderDiscussionPhase(const GameState &gameState, int localPlayerID, int elapsedTimeSeconds, int roundCounter)
- + void renderActionPhase(const GameState &gameState, int localPlayerID, int elapsedTimeSeconds, int roundCounter)
- + void renderResolutionPhase(const GameState &gameState, int localPlayerID)
- + void setResolutionActions(const std::vector< ActionPacket > &actions)
- + void renderGameOver(const GameState &gameState, int localPlayerID, int totalTimeSeconds, int roundCounter)
- + void renderWin(const GameState &gameState, int localPlayerID, int totalTimeSeconds, int roundCounter)
- + const ViewData & getViewData()