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::GameoverPhase

+ GameoverPhase(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