

BaseScreen

Inherits from **Screen**

No custom constructor

Extra properties:

- **BOTTOM_TEXT_EDGE_PADDING**: Constant int, specifies the distance of the bottom text from the screen edges
- **BOTTOM_TEXT_SCALE**: Constant float, specifies the scale of the bottom text
- **currentKeyboardState**: protected KeyboardState, stores the keyboard state of the current frame
- **previousKeyboardState**: protected KeyboardState, stores the previous frame's keyboard state

Overridden methods:

- **Draw**: Begins a new Sprite batch and calls the DrawBottomText method to draw text at the bottom of the screen.
- **Update**: Sets the previous keyboard state to the current one, and updates the current keyboard state using the Keyboard class.

New methods:

- **DrawBottomText**: Called in the Draw method. Draws text at the bottom of the screen:
 - Bottom left: Current time in HH:mm:ss format
 - Bottom middle: Current number of bombs / Total number of bounces
 - Bottom right: Current game score