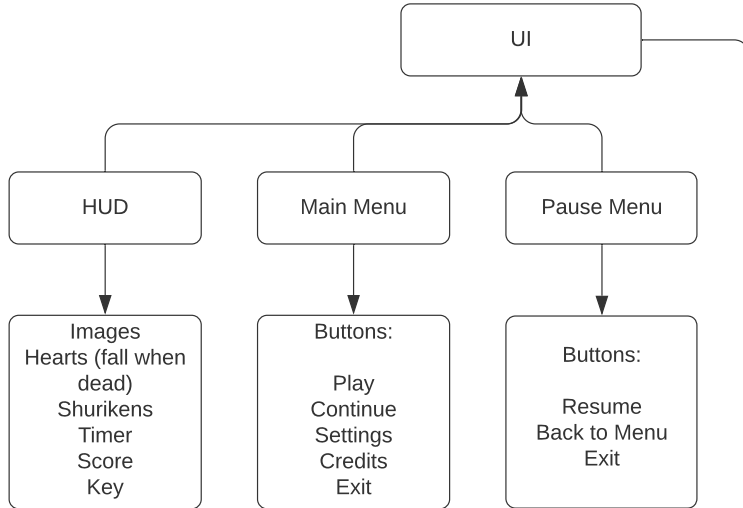


UML UI Ninja Frog

Needless Lord | December 29, 2019



j1UI

```
enum UIElement_type
class UIElement {
public:
    virtual void Draw (int x=0; int y=0)
    UIElement_type type;
    bool visible = true;
    iPoint initialPosition;
    iPoint position }
class j1UI : public j1Module {
public:
    all the functions from j1Module
public:
    textures for the HUD
    j1Timer gameTime;
    char score_string[10];
    bool mainMenu = true;
    bool scene = false;
    bools and textures for buttons
```