Arcade::IModule

+ ~IModule()
+ init()
+ close()
+ shouldClose()

Arcade::IDisplayModule

+ ~IDisplayModule()
+ pullEvents()
+ drawLine()
+ drawRectangle()
+ drawCircle()
+ drawSprite()
+ drawText()
+ refresh()

Arcade::IGameModule

+ ~IGameModule()
+ getObjects()
+ addTicks()
+ restart()
+ handleEvent()
+ getScore()

Arcade::SDLDisplay

- _window
- _windowRenderer
- _windowHeight
- _windowWidth
- _windowTitle
- _shouldClose
- _loadedTextures

+ SDLDisplay()
+ ~SDLDisplay()
+ SDLDisplay()
+ operator=()
+ init()
+ close()
+ shouldClose()
+ pullEvents()
+ drawLine()
+ drawRectangle()
+ drawCircle()
+ drawSprite()
+ refresh()
- setRendererColor()
- createKeyEvent()
- createClickEvent()