

Arcade::Core::Runner

- + scores
- + username
- _games
- _renderers
- _game
- _renderer
- _gameIndex
- _rendererIndex

- + setGame()
- + getRenderer()
- + setGame()
- + setRenderer()
- + setRenderer()
- + getGames()
- + getRenderers()
- + runGame()
- + runShell()
- + setShell()
- and 6 more...
- _drawObject()
- _handleEvent()
- _saveScore()