

Lib.Model

As the model for an entire game is understandably complex, this module provides a few helpful methods for dealing with the model. The actual model itself is described in the `Lib.Module.Game` module.

```
module Lib.Model where
import Lib.Module.Game
```

The `newGame` is the initial state of the game, as it is when started up fresh. From here, through use of `Actions` the game unfolds.

```
newGame :: Game
newGame = Game defaultSettings mainMenu []

defaultSettings :: Settings
defaultSettings = Settings True True True

mainMenu :: Scene
mainMenu = MainMenu $ menu []

menu :: [(String, Action)] → Menu
menu options = Menu options 0 Nothing
```
