## SettingsViewController

- -settings: SettingsModel
- -stage: scene2d.Stage
- -inputProcessor: InputMultiplexer
- +SettingsViewController()
- +dispose()
- +show()
- +hide()
- +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int)
- +changedProfile()
- +changedLanguage()



ProfileModelObserver