

## ShopViewController

- model: ShopModel
- stage: scene2d.Stage
- InputProcessor: InputMultiplexer

- +ShopViewController()

- +update()

- buy(item\_id: int)

- +dispose()

- +show()

- +hide()

- +resume()

- +pause()

- +render(delta: float)

- +resize(width: int, height: int)