Controller

Observer

ProfileEdit

-profile: Profile
-stage: scene2d.Stage
-inputProcessor: InputMultiplexer

+ProfileEdit()
+update()
+changeProfile(profile: Profile)

+dispose()
+show()
+hide()
+resume()
+pause()
+render(delta: float)
+resize(width: int, height: int)

-back()
-forth()
-changeLanguage(?)

//initializes gui elements etc.
3 tables are used for the 3
stages of profile creation/edit