Controller game: LambdaGame +setGame(game: LambdaGame) gdx.Screen

LambdaGame

gdx.Game

- -achievementMenuVC: AchievementMenuViewController
- -dropDownMenuVC: DropDownMenuViewController
- -statisticVC: StatisticViewController
- -mainMenuVC: MainMenuViewController
- -settingsVC: SettingsViewController
- -shopVC: ShopViewController

+getGame(): LambdaGame

- -profileSelectionVC: ProfileSelection
- -langEditVC: ProfileEditLang
- -nameEditVC: ProfileEditName
- -avatarEditVC: ProfileEditAvatar
- -levelSelectionVC: LevelSelectionViewController
- -editorVC: EditorViewController
- -reductionVC: ReductionViewController
- +getAchievementMenuVC(): AchievementMenuViewController
- +getDropDownMenuVC(): DropDownMenuViewController
- +getStatisticVC(): StatisticViewController
- +getMainMenuVC(): MainMenuViewController
- +getSettingsVC(): SettingsViewController
- +getShopVC(): ShopViewController
- +getProfileSelectionVC(): ProfileSelection
- +getLangEditVC(): ProfileEditLang
- +getNameEditVC(): ProfileEditName
- +getAvatarEditVC(): ProfileEditAvatar
- +getLevelSelectionVC(): LevelSelectionViewController
- +getEditorVC(): EditorViewController
- +getReductionVC(): ReductionViewController
- +create()
- +dispose()
- +resume()
- +pause()
- +render()
- +resize()