Controller

game: LambdaGame

+setGame(game: LambdaGame)
+getGame(): LambdaGame

○ gdx.Screen

LambdaGame

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

+getAchievementMenuVC(): AchievementMenuViewController
+getDropDownMenuVC(): DropDownMenuViewController
+getStatisticVC(): StatisticViewController
+getMainMenuVC(): MainMenuViewController
+getSettingsVC(): SettingsViewController
+getShopVC(): ShopViewController
+getShopItemVC(): ShopItemViewController
+create()
+dispose()
+resume()
+pause()
+render()
+resize()

gdx.Game