Controller

ProfileManagerObserver

ProfileSelection

-manager: ProfileManager
-stage: scene2d.Stage
-inputProcessor: InputMultiplexer

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

manager = ProfileManager.getProfileManager();
manager.add(this)
 //initializes stage, inputProcessor, gui elements