ShopViewController

- -model: ShopModel
- -stage: scene2d.Stage
- -InputProcessor: InputMultiplexer
- +ShopViewController()
- +update()
- -buy(item: ShopItemModel)
- -activate(item: ShopItemModel)
- +dispose()
- +show()
- +hide() +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int)

```
if (Profile.coins >= item.getPrice()) {
  purchasedItems[item.getID()] == ItemStatus.PURCHASED;
```

```
/ID 0-99: Music; 100-199: BGImage, 200-299: Sprite
if(purchasedItems[item.getID()] == ItemStatus.PURCHASED) {
  if(item.getID() < 100) {
    levels.getFirst().setSound(item);
  elseif(item.getID() < 200) {
    levels.getFirst().setBgImage(item);
  else {
    levels.getFirst().setSprite(item);
```