

ShopViewController

-model: ShopModel
-stage: scene2d.Stage
-inputProcessor: InputMultiplexer
-items: List<DropDownMenuViewController>

+ShopViewController()
+update()
+getItems(): List<DropDownMenuViewController>

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