Controller

ProfileSelection

- -manager: ProfileManager
- -stage: scene2d.Stage
- -inputProcessor: InputMultiplexer
- +ProfileSelection()
- +update()
- +dispose()
- +show()
- +hide()
- +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int)
- -selectProfile(name: String)(
- -editProfile(name: String)
- -deleteProfile(name: String)

Observer

manager =

ProfileManager.getProfileManager();

manager.addObserver(this); //initializes stage, inputProcessor,

gui elements

manager.setCurrentProfile(name); //goto MainMenu

name == null <=> create new Profile

//goto ProfileEdit