MainMenuViewController

- -profile: ProfileModel
- -stage: scene2d.Stage
- -inputProcessor: InputMultiplexer
- +MainMenuViewController()
- +dispose() +show()
- +hide()
- +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int) +changedProfile()
- +changedAvatar()
- +changedCoins()

Controller

ProfileManagerObserver

ProfileModelObserver