

## ShopItemViewController

-model: ShopItemModel  
-stage: scene2d.Stage  
-inputProcessor: InputMultiplexer

+ShopItemViewController()  
  
+purchasedChanged(purchased: boolean)  
+activatedChanged(activated: boolean)  
  
+dispose()  
+show()  
+hide()  
+resume()  
+pause()  
+render(delta: float)  
+resize(width: int, height: int)