

ShopItemViewController

- -model: ShopItemModel
- -stage: scene2d.Stage-inputProcessor: InputMultiplexer
- +ShopItemViewController()
- +purchasedChanged(purchased: boolean)
- +activatedChanged(activated: boolean)
- +draw()
- +dispose()
- +show()
- +hide()
- +resume()
- +pause()
- +render(delta: float)
- +resize(width: int, height: int)

