

## MainWindow

- spriteLabel
- spriteHandler
- settingsButton
- bitBuddyStatusWidget
- lightSwitch
- stats
- centralWidget
  - shop
- shopButton
- + MainWindow()
- + ~MainWindow()
- + MainWindow()
- + operator=()
- + MainWindow()
- + operator=()
- setupUi()
- loadDefaultSprite()
- resizeEvent()
- openSettings()
- updateCentralWidgetStyle()
- openShopWindow()
- updateTheme()