LoadFromFile

+ wallData
+ spawnerData
+ coinData
+ doorData
+ monumentData
+ medkitData
+ explosiveData
+ nukeData
+ invinceData
+ invisData
+ BGGTChoices
- dataRead
- gameData
- xPos
- yPos
- textureNum

+ LoadFromFile()
+ loadFile()
+ update()
+ createData()
+ resetParamsForGame()

NetworkManager

+ NetworkManager()
+ writeGameDataToDB()
+ split_string()
+ exportDBToCSV()

+loader

-m_networkManager

ChooseGame

+ games
+ fileCount
+ gameChosen
+ gameBuilt
+ chosenGame
+ buttonClicked
- gameWidth
- gameHeight
- initialPos
- levelRectsCreated
- gameNames
- nameTexts
- titleText
- font
- mousePos
- buildButtons
and 12 more...

+ ChooseGame()
+ loadFontAndSprites()
+ findFiles()
+ setupSprites()
+ setupNames()
+ update()
+ render()
+ containsMouse()
+ checkForMousePos()
+ resetButtons()
+ changeButtons()
- setupButtons()
- deleteFile()