

ChoiceBar

- + currentChoice
- + choiceMade
- + currentMode
- gameWidth
- gameHeight
- choiceBarSprite
- wallChoiceSprite
- enemyChoiceSprite
- choiceBarTexture
- wallChoiceTex1
- wallChoiceTex2
- wallChoiceTex3
- enemyChoiceTex1
- and 21 more...
- MAX_CHOICES
- MAX_OBJECTIVE_CHOICES

- + ChoiceBar()
- + loadFiles()
- + setupSprites()
- + update()
- + render()
- checkForMousePosAndClick()
- processMouseClicked()
- resetTools()
- changeTools()
- setToolPosForView()