ToolBar

+ wallsPlaced
+ enemySpawnersPlaced
+ objectivesPlaced
+ itemsPlacedBool
+ powerupsPlaced
+ saved
+ testingGame
+ brushToolSelected
+ rubberToolSelected
+ fillToolSelected
and 13 more...
+ MAX_NAV_TRIANGLES
- toolBarTexture
- brushToolSprite
- brushToolTexture
- fillToolSprite
- fillToolTexture
- rubberToolSprite
- rubberToolTexture
- gameWidth
- gameHeight
- addWallsButton
and 10 more...

+ ToolBar()
+ loadFiles()
+ setupSprites()
+ update()
+ render()
+ checkForMousePosAndClick()
+ resetTools()
+ changeTools()
+ setGridCellToMarked()
+ setToolPosForView()
+ pulseTriangles()
+ changeMode()
+ createSelectionSquare()