GameOptions

+ triangles
+ canType
+ gameName
+ chosenBG
+ chosenGT
+ NUM_OF_TRIANGLES
- continueButton
- m_font
- mousePos
- gameSize
- continueButtonText
- buttonText
- chooseGridSizeText
- chooseGridSize
- chooseGameNameText
- chooseGameName
and 29 more...
- NUM_OF_GRIDSIZES
- MAX_BG_CHOICES
- MAX_GAMETYPE_CHOICES

+ GameOptions()
+ loadFiles()
+ update()
+ render()
+ changeGridSize()
+ getGridSize()
- setupText()
- setupChooseBackgroundRect()
- setupBGChoices()
- setupContinueButton()
- setupTriangles()
- setupGridSizeBox()
- setUpGameName()
- setUpGameType()
- setupGTChoices()
- setUpChoiceRectangles()
- checkForMousePos()