MainMenu

+ buttonClicked
- buttons
- m_font
- m_font2
- buttonTexts
- title
- mousePos
- spriteX
- spriteY
- buttonText
- titleText
- MAX_BUTTONS

+ MainMenu()
+ loadAssets()
+ update()
+ render()
- setupButtonText()
- mouseButtonCollision()
- resetButtons()
- changeButtons()
- changeGameState()