

MenuController

- m_isGameStarted : bool - m_isGamePaused : bool - m_view : GeneralView*

<constructor> + MenuController(view: GeneralView*, model : MenuModel*)

+ ~MenuController()

signals:

+ pauseGame() : void + continueGame() : void + saveHighScore(): void + resetLevel() : void + resetScore() : void + createNewPlayer() : void

+ activateEnemySpawning(): void

+ deactivateEnemySpawning() : void

+ getScore() : void

+ playerDefeated(score : int) : void

slots:

+ startGame() : void + startSpawningEnemies() : void

+ showScore() : void + escPressed(): void

+ updateScore(score : int) : void

+ gameOver(): void