

MenuController

- m_isGamePaused : bool

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

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) : voiod

+ gameOver() : void