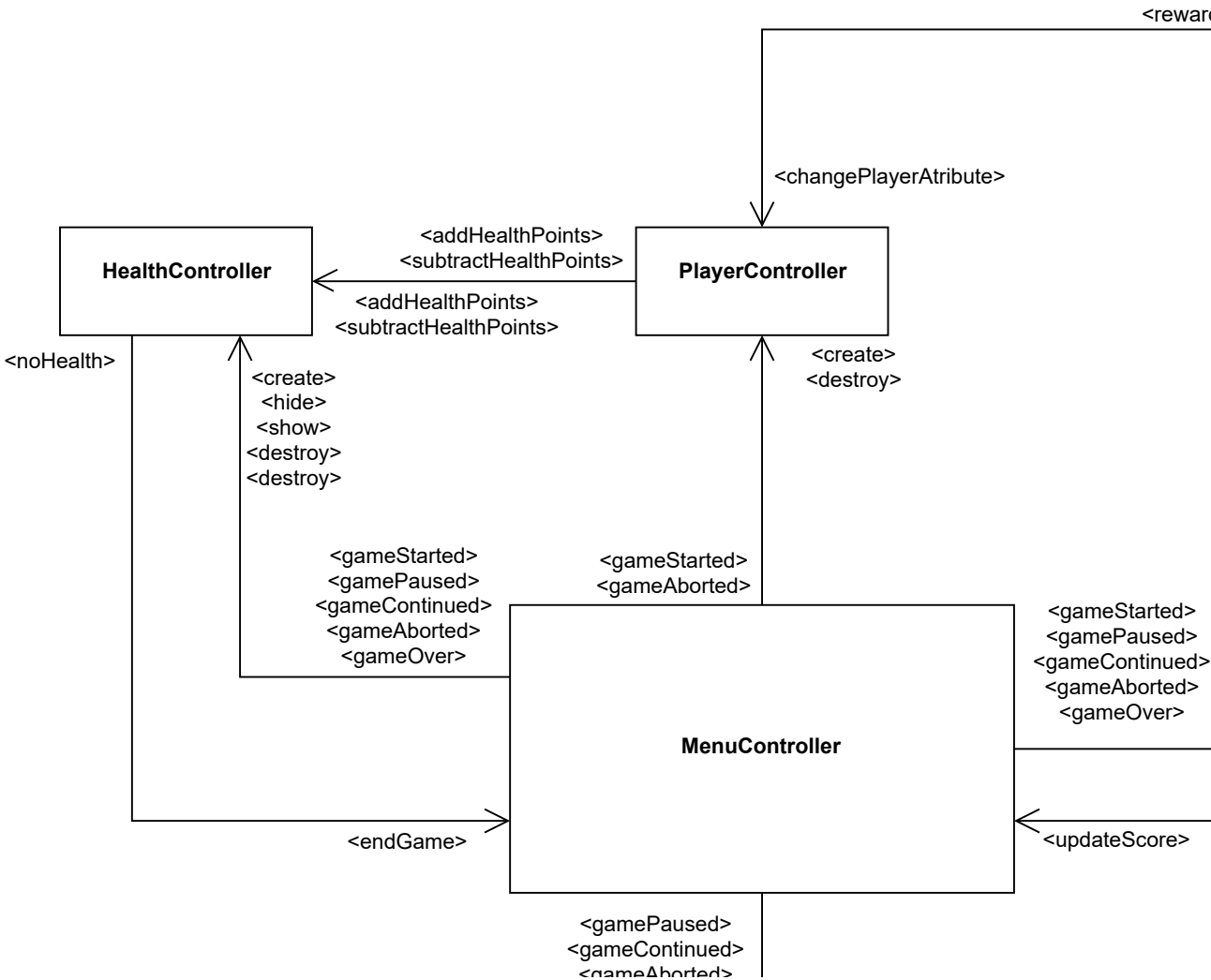


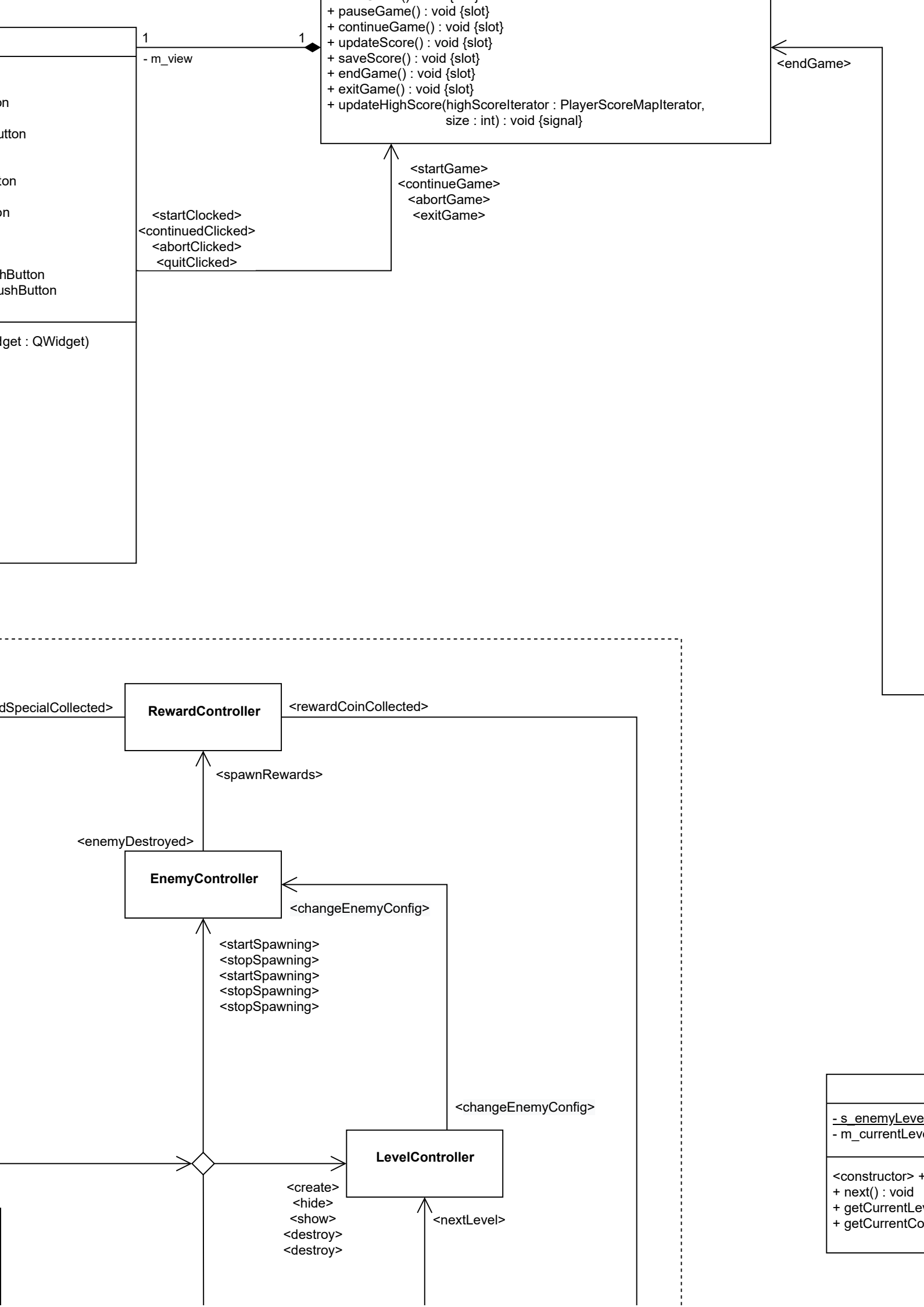


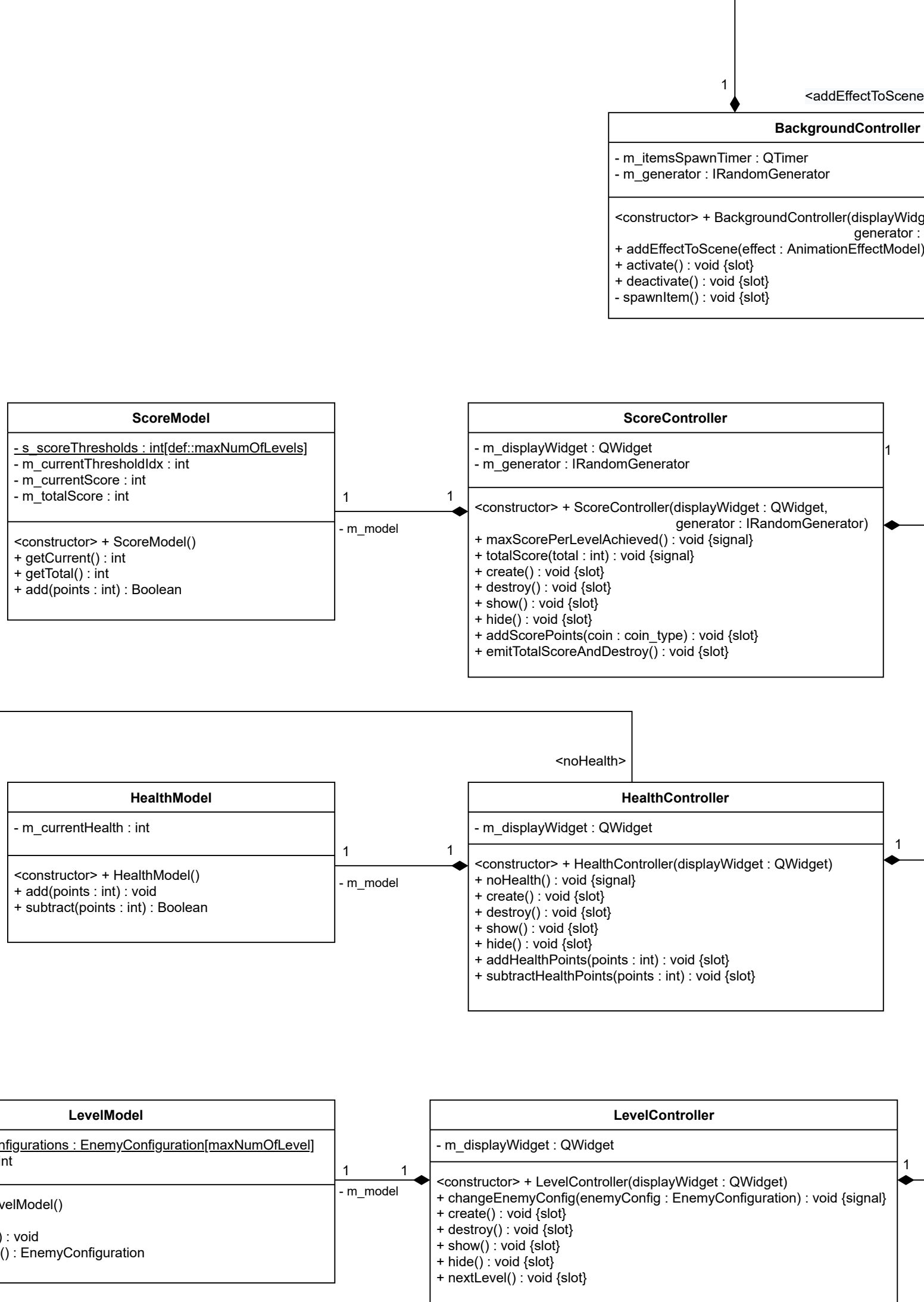


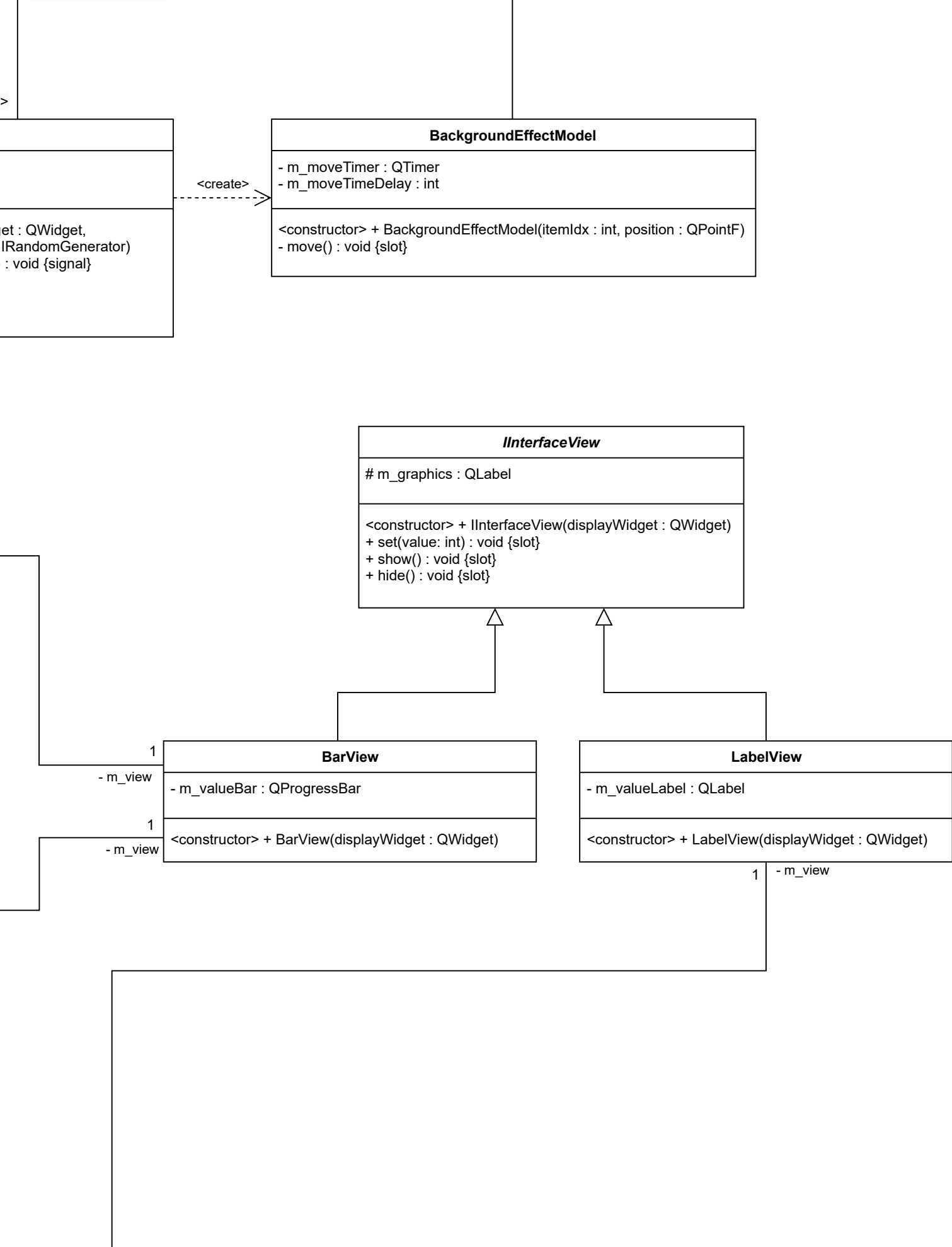
MenuView
<ul style="list-style-type: none"><li>- m_mainTitleLabel : QLabel</li><li>- m_mainStartButton : QPushButton</li><li>- m_mainHighscoreButton : QPushButton</li><li>- m_mainQuitButton : QPushButton</li><li>- m_mainBackToMenuButton : QPushButton</li><li>- m_highscoreTitleLabel : QLabel</li><li>- m_highscoreTable : QTableWidget</li><li>- m_highscoreBackToMenu : QPushButton</li><li>- m_pauseTitleLabel : QLabel</li><li>- m_pauseContinueButton : QPushButton</li><li>- m_pauseAbortButton : QPushButton</li><li>- m_gameoverTitleLabel : QLabel</li><li>- m_gameoverScoreLabel : QLabel</li><li>- m_gameoverSaveScoreButton : QPushButton</li><li>- m_gameoverBackToMenuButton : QPushButton</li><li>- m_authorLabel : QLabel</li></ul>
<pre>&lt;constructor&gt; + MenuView(displayWidget) + startClicked() : void {signal} + continueClicked() : void {signal} + abortClicked() : void {signal} + quitClicked() : void {signal} + showMainMenu() : void {slot} + showHighscoreMenu() : void {slot} + showPauseMenu() : void {slot} + showGameOverMenu() : void {slot} + hideMainMenu() : void {slot} + hideHighscoreMenu() : void {slot} + hidePauseMenu() : void {slot} + hideGameOverMenu() : void {slot} + hideAllMenu() : void {slot}</pre>

Connections between controllers









<gameAborted>

<deactivate>  
<activate>  
<activate>



**BackgroundController**

