

MenuController

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

+ ~MenuController()

signals:

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

+ activateEnemySpawning(): void

+ deactivateEnemySpawning() : void

+ getScore() : void

+ playerDefeated(score : int) : void

slots:

+ startGame(): void

+ startSpawningEnemies() : void

+ showScore() : void

+ mouseLeaveWindow(): void

+ escPressed(): void

+ updateScore(score : int) : void

+ gameOver(): void + exitGame(): void