

MenuController

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

signals:

- signais:
 + saveHighScore() : void
 + activateEnemySpawning() : void
 + deactivateEnemySpawning() : void
 + activatePlayer() : void
 + deactivatePlayer() : void
 + playerDefeated() : void

slots:

- + startGame() : void
- + stopGame() : void
- + gameOver() : void