

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

+ escPressed() : void

+ updateScore(score : int) : voiod

+ gameOver(): void