

MenuController

- m_isGamePaused : bool - m_view : GeneralView*

<constructor> + MenuController(view: GeneralView*,

model: MenuModel*)

+ ~MenuController()

signals:

+ pauseGame() : void

+ continueGame() : void

+ saveHighScore(): void

+ resetScore(): 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) : void

+ gameOver(): void