

## MenuController

## signals:

+ saveHighScore(): void + resetLevel(): void + resetScore(): void + createNewPlayer(): void

+ createNewPlayer() : void + activateEnemySpawning() : void + deactivateEnemySpawning() : void

+ getScore() : void

+ playerDefeated(score : int) : void

## slots:

+ startGame() : void + stopGame() : void

+ updateScore(score : int) : voiod

+ gameOver() : void