

+createBack(sf::RenderWindow&

window, sf::Event event): virtual

window, sf::Event event,bool

+displayLevel(sf::RenderWindow&

window): virtual void

state): virtual void

+createBack(sf::RenderWindow&

window, sf::Event event): virtual

window, sf::Event event,bool

+displayLevel(sf::RenderWindow&

window): virtual void

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window, sf::Event event): virtual

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+displayChallenges(sf::RenderWindow +displayChallenges(sf::RenderW

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+displayFog(sf::RenderWindow&

window): virtual void

state): virtual void

window): void