

## MenuWindow

- + MenuWindow(int x, int y, int w, int h, SDL\_Renderer \*, std::shared\_ptr< Summoner >)
- + ~MenuWindow()
- + void clearTextures()
- + void setActive(std::shared\_ptr< Entity > active)
- + void addChoice(const std::tuple< void(\*) (Entity \*), const char \*, MenuWindow \* > &)
- + void draw()
- + void catchClick(int y)