Shooter Game Over

< Shooter Game Over View

- ~ nextLevelAppear(): void
- ~ nextLevelGone(): void
- ~ startMusic(): void
- ~ stopMusic(): void
- ~ setGameText(message: String): void
- \sim startNewLevel(): void
- ~ backToMenu(): void

Shooter Game Over

- next: Button
- message: TextView
- shooterGameStatus: ShooterGameStatusFacade
- shooterGameOverPresenter: ShooterGameOverPresenter
- backToMain: Button
- backToMenu: Button

onCreate(savedInstanceState Bundle): void

onResume(): void # onPause(): void + onClick(): void

Shooter Game Over Presenter

- shooterGameOverLogic: ShooterGameOverLogic
- shooterGameOverView: ShooterGameOverView
- ~ ShooterGameOverPresenter(shootergameoverlogic: ShooterGameOverLogic, shootergameoverview: ShooterGameOverView)
- ~ checkNextLevelAppear(): void
- ~ checkMusicStart(): void
- ~ setUpGameMessage(): void
- ~ checkMusicStop(): void

.____Use

- ~ handleNextLevel(): void
- ~ handleBackToMain(): void

Shooter Game Over Logic

Use

- shooterGameStatus: ShooterGameStatusFacade
- shooterCrossLevelManager: ShooterCrossLevelManager
- level: int
- musicFinish: boolean - gameSuccess: boolean
- gaineouccess.
- point: int
- levelFinish: boolean
- ~ ShooterGameOverLogic(shooterGameStatus: ShooterGameStatusFacade)
- ~ checkNextLevelAppear(): boolean
- ~ getText(): String
- ~ setMusicFinish(finish: boolean): void
- ~ getMusicFinish(): boolean
- ~ levelUpGameStatus(): void