

## HelProject.UI.ScreenManager

- + SMGraphicsDevice
- + SMSpriteBatch
- + Dimensions
- + Content
- + Instance
- # DEFAULT\_SCREEN\_WIDTH
- # DEFAULT\_SCREEN\_HEIGHT
- # DEFAULT\_SPLASH\_SCREEN\_TIME

- + LoadContent()
- + UnloadContent()
- + Update()
- + Draw()
- + Transition()
- + Transition()
- + PrepareScreen()
- + GetCurrentScreenType()